
Subject: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [Xpert](#) on Tue, 15 Jul 2008 05:13:12 GMT

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So ya I'm finally releasing this to the public. People keep bugging me about it that aren't in the server owners section. I didn't think people still are interested in CS.

If you don't know what the CS-X versions are, read the spoiler.

Readme File

CloudyServ is a Renegade Regulator bot coded by Adad and Cloudyone respectively. Due to CS not being publically updated recently because of the coders being very busy with other matters and moving on with different interests, I (Xpert) decided to add to the bot myself as best as I can to the users who still use CS as their bot for their servers.

I want to make very clear that I did not create CS but only add on to it as best as I can as I don't have time myself. I did not in anyway try to ruin the image of CS. I plan on adding more to it as time goes and hopefully try to add some stuff that was suppose to be in 0.99.

Any issues or concerns, contact me at XpertMaverick@hotmail.com on MSN. Do not send me an email. I do not read them.

If you are already a current CS 0.982 user, make sure the bot is off before placing these files over 0.982.

Copy and paste the following into your current CS directory:

CloudyServ.cs

Cmds.ini

Settings.ini

Aow.cs

Aow.ini

After placing these files, edit the Settings.ini file and configure it the way it was set in your 0.982 configuration file. Save it and start up CS.

Version 0.982-X3

Date finished: June 07, 2008

::: Added ASE/GSA support. Can be set in settings.ini

::: Added support for Serial.dll

::: Added "!hashadd" command to add a serial hash to the database (works with Serial.dll)

::: Added "!hashban" command to ban a serial hash (works with Serial.dll)

::: Added "!hashfind" command to lookup the serial hash of a player in the database (works with

Serial.dll)

::: Added "!hashget" command to get the serial hash of a player ingame (works with Serial.dll)
::: Added "!hashunban" command to remove a serial hash from the ban list (works with Serial.dll)
::: Added support for BRenBot.dll
::: Added "!kill" command (works with BRenBot.dll)
::: Added "!observe" command to spectate (works with BRenBot.dll)
::: Added error messages for IRC commands when a user is denied access of a command.
::: Added error messages for when players use commands in team chat.
::: Edited AOW.cs will now show Hex's veteran plugin messages from _VETERAN and the _ERROR log messages from ssgm
::: Fixed issue with some commands not working due to Resurrection installed.

Version: 0.982-X2

Date finished: October 14, 2007

::: Added "!disarmc4" to disarm Timed C4 and Remote C4s of a player
::: Added "!disarmb" to disarm planted beacons of a player
::: Added "!disarmp" to disarm Proxy C4 of a player
::: Added "!eject" to kick a player out of a vehicle
::: Fixed issue with BIATCH settings not being read upon rehash
::: Fixed issue with TS setting not being read upon rehash
::: Fixed issue with Website setting not being read upon rehash
::: Removed kick the first player on server load setting
::: Edited Player name "Warning" will now be kicked on join.

Version: 0.982-X1

Date finished: June 15, 2007

::: Changed (CloudyServ) tag to [CS]
::: Changed the list of commands shownn ingame when typing !help
::: Re-added !hmsg and !csmmsg commands since it was removed from 0.982
::: Added SSGM support
::: Added command "!ts" for ingame to show the TS URL/IP set in the Settings.ini file
::: Added command "!irc" for ingame to show the IRC info for the server's location
::: Added command "!vset" to set the ingame vehicle limit (works with correct bhs.dll)
::: Added command "!tset" to set the ingame time limit (works with correct bhs.dll)
::: Added renegade music commands "!musicp {1-20}" and "!nomusicp"
::: Added support for BIATCH RC 1.1 (can be configured in Settings.ini)
--- NOTE, if you have autoban on for BIATCH settings in CS, make sure to
turn off the autoban from the biatch config file as you won't need it.
::: Added BIATCH commands "!trust" and "!distrust"
::: Added !rotation command to respond with '!maplist' and '!maps'
::: Added "!afk" and "!back" to show simple messages of when a player is away or back.
::: Edited !help command now works in team chat
::: Edited !rules command now works in team chat

File Attachments

1) [CloudyServ 0.982-X3.rar](#), downloaded 1046 times

Subject: Re: CloudyServ 0.982-X3 Public Release

Posted by [Xpert](#) on Tue, 23 Sep 2008 16:57:13 GMT

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Okay recently I noticed users using CS-X3 or any of the CS-X versions, the servers weren't connecting to GameSpy resulting in people using WOLSpy.

GameSpy's master IP recently just changed. I fixed the problem. Sorry for the inconvenience.

File Attachments

1) [CSX3-GSAFIX.rar](#), downloaded 709 times

Subject: Re: CloudyServ 0.982-X3 Public Release

Posted by [Gen_Blacky](#) on Tue, 23 Sep 2008 17:20:17 GMT

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lol yay

Subject: Re: CloudyServ 0.982-X3 Public Release

Posted by [DJ_Endymion](#) on Sun, 28 Dec 2008 12:37:26 GMT

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Nice Release. I got it running.

But when I added the brenbot.dll, hook.dll and serial.dll

Some players couldn't start the game.

Server was running running SSGM 2.0.1

I know that brenbot.dll was designed for 2.0.2...

Thanks,

DJ.

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [ExEric3](#) on Tue, 26 Nov 2013 16:44:36 GMT

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Bump. Are you planning update it for TT? Or was closed this project?

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [Xpert](#) on Tue, 26 Nov 2013 19:47:14 GMT

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It is updated to TT but it's a closed project. Has been for months.

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [triattack](#) on Wed, 27 Nov 2013 00:01:31 GMT

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well there is a easy way to get CS 4.0 ready by changeing the use ren folder to true in paths.ini and change in cloubserv.cs the directory that cs uses to get the logs from as the logs are still there.

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [Xpert](#) on Wed, 27 Nov 2013 14:15:20 GMT

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It's not just changing the file paths to make it work. You also have to convert the SSGM log readers to make it read through the TCP socket otherwise you won't log anything other than what the FDS outputs.

The problem is, IRC can't handle the massive flow of data coming from the socket which causes the bot to skip some lines. SSGM has to be edited to where gamelogs don't output and only the ssgm gamelog headers do like _BUILDING and _ALERT.

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [Gen_Blacky](#) on Wed, 27 Nov 2013 16:34:54 GMT

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Xpert wrote on Wed, 27 November 2013 07:15

The problem is, IRC can't handle the massive flow of data coming from the socket which causes the bot to skip some lines. SSGM has to be edited to where gamelogs don't output and only the ssgm gamelog headers do like _BUILDING and _ALERT.

well that shouldn't be happening.

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [Xpert](#) on Wed, 27 Nov 2013 16:57:30 GMT

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Gen_Blacky wrote on Wed, 27 November 2013 11:34
well that shouldn't be happening.

Heh?

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release
Posted by [Gen_Blacky](#) on Thu, 28 Nov 2013 15:23:42 GMT
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Xpert wrote on Wed, 27 November 2013 09:57Gen_Blacky wrote on Wed, 27 November 2013 11:34
well that shouldn't be happening.

Heh?

Quote:The problem is, IRC can't handle the massive flow of data coming from the socket which causes the bot to skip some lines.

I would think irc would excel in handling suck a socket.

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release
Posted by [Xpert](#) on Thu, 28 Nov 2013 22:47:38 GMT
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Ya I thought I was doing something wrong but I've asked a few people who tried using IRC to handle the data and they get the same problem. It skips lines especially during the gamelog building damage events.

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release
Posted by [ExEric3](#) on Sat, 30 Nov 2013 12:08:04 GMT
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Xpert wrote on Thu, 28 November 2013 23:47Ya I thought I was doing something wrong but I've asked a few people who tried using IRC to handle the data and they get the same problem. It skips lines especially during the gamelog building damage events.

Can you try this mirc code which made WD if it works?

```
alias TCPLogConnect {  
    sockopen TCPLog 127.0.0.1 8025  
}
```

```

on *:sockread:TCPLog: {
    sockread -fn &TCPLogRead
    var %Offset = 0
    var %Len = $bvar(&TCPLogRead,0)
    if (%Len < 8) {
        return
    }
    if ($bvar(&TCPLogRead,1) == 0) {
        %Offset = 1
    }
    var %ID = $bvar(&TCPLogRead,$calc(%Offset + 1),3).text
    if (%ID == 000) {
        var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
        if (%Message) {
            Parse_Log %Message
        }
    }
    else if (%ID == 001) {
        var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
        if (%Message) {
            Parse_GameLog %Message
        }
    }
    else if (%ID == 002) {
        var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
        if (%Message) {
            Parse_RenLog %Message
        }
    }
    else if (%ID == 003) {
        var %Message = $bvar(&TCPLogRead,$calc(%Offset + 4),%Len).text
        if (%Message) {
            Parse_Console %Message
        }
    }
}
alias Parse_Log {
    echo -a Parse_Log - $1-
    .signal -n ssgm_log $1-
}
alias Parse_GameLog {
    tokenize 59 $1-
    echo -a Parse_GameLog - $1-
    .signal -n game_log $1-
}
alias Parse_RenLog {

```

```
echo -a Parse_RenLog - $1-
.signal -n ren_log $1-
}
```

```
alias Parse_Console {
  echo -a Parse_Console - $1-
  .signal -n console_log $1-
}
```

Will be nice have also CloudyServ which support TT. Newer BR doesnt support all plugins.

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release
Posted by [Xpert](#) on Sat, 30 Nov 2013 18:27:54 GMT

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ExEric3 wrote on Sat, 30 November 2013 07:08Xpert wrote on Thu, 28 November 2013 23:47Ya I thought I was doing something wrong but I've asked a few people who tried using IRC to handle the data and they get the same problem. It skips lines especially during the gamelog building damage events.

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```
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}

on *:sockread:TCPLog: {
  sockread -fn &TCPLogRead
  var %Offset = 0
  var %Len = $bvar(&TCPLogRead,0)
  if (%Len < 8) {
    return
  }
  if ($bvar(&TCPLogRead,1) == 0) {
    %Offset = 1
  }
  var %ID = $bvar(&TCPLogRead,$calc(%Offset + 1),3).text
  if (%ID == 000) {
    var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
    if (%Message) {
      Parse_Log %Message
    }
  }
  else if (%ID == 001) {
    var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
  }
}
```

```

if (%Message) {
    Parse_GameLog %Message
}
}
else if (%ID == 002) {
    var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
    if (%Message) {
        Parse_RenLog %Message
    }
}
else if (%ID == 003) {
    var %Message = $bvar(&TCPLogRead,$calc(%Offset + 4),%Len).text
    if (%Message) {
        Parse_Console %Message
    }
}
}
alias Parse_Log {
    echo -a Parse_Log - $1-
    .signal -n ssgm_log $1-
}
alias Parse_GameLog {
    tokenize 59 $1-
    echo -a Parse_GameLog - $1-
    .signal -n game_log $1-
}
alias Parse_RenLog {
    echo -a Parse_RenLog - $1-
    .signal -n ren_log $1-
}
alias Parse_Console {
    echo -a Parse_Console - $1-
    .signal -n console_log $1-
}

```

Will be nice have also CloudyServ which support TT. Newer BR doesnt support all plugins.

This is almost similar to what I do. When gamelog data starts coming in, it overloads the socket and sometimes skips lines.

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [ExEric3](#) on Sat, 30 Nov 2013 19:03:28 GMT

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Xpert wrote on Sat, 30 November 2013 19:27

This is almost similar to what I do. When gamelog data starts coming in, it overloads the socket and sometimes skips lines.

Can you try this code above? Maybe this will works.

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [Whitedragon](#) on Sat, 30 Nov 2013 23:57:33 GMT

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I seem to remember that code having the same problem.

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [Gen_Blacky](#) on Sun, 01 Dec 2013 01:13:42 GMT

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I tried this without any noticeable problems. Probably should do it another way with the binvar and endline 0x0

Toggle Spoiler

```
alias TCPLogConnect {  
    sockopen TCPLog 127.0.0.1 7025  
    echo -s Status $Sock(TCPLog).status  
}  
}  
alias TCPLogDisconnect {  
    sockclose TCPLog  
}  
}  
on *:sockopen:TCPLog*:{  
    echo -s Connection  
    if ($sockerr) {  
        echo -s Unable to connect $Sock(TCPLOG).wsmsg  
    }  
}  
}  
on *:sockread:TCPLog*:{  
    if ($sockerr) {  
        return  
    }  
    sockread -n &TCPLogRead  
    if ($sockbr == 0) {
```

```
return
}
var %Offset = 0
var %Len = $bvar(&TCPLogRead,0)
if (%Len < 8) {
    return
}
if ($bvar(&TCPLogRead,1) == 0) {
    %Offset = 1
}
var %ID = $bvar(&TCPLogRead,$calc(%Offset + 1),3).text
var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
if ( %Message ) {
    if (%ID == 000) {
        echo -s %ID %Message
    }
    else if (%ID == 001) {
        echo -s %ID %Message
    }
    else if (%ID == 002) {
        echo -s %ID %Message
    }
}
```

Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [Xpert](#) on Mon, 02 Dec 2013 13:07:56 GMT

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ExEric3 wrote on Sat, 30 November 2013 14:03Xpert wrote on Sat, 30 November 2013 19:27
This is almost similar to what I do. When gamelog data starts coming in, it overloads the socket
and sometimes skips lines.

Can you try this code above? Maybe this will works.

You're clearly not understanding that I just said it's a similar method and that I already stated that the socket gets overloaded no matter how I write it.

Gen_Blacky wrote on Sat, 30 November 2013 20:13I tried this without any noticeable problems. Probably should do it another way with the binvar and endline 0x0

Toggle Spoiler

```
alias TCPLogConnect {  
    sockopen TCPLog 127.0.0.1 7025  
    echo -s Status $Sock(TCPLog).status
```

```

}

alias TCPLogDisconnect {
    sockclose TCPLog
}

on *:sockopen:TCPLog*:{
    echo -s Connection
    if ($sockerr) {
        echo -s Unable to connect $Sock(TCPLOG).wsmsg
    }
}

on *:sockread:TCPLog*:{
    if ($sockerr) {
        return
    }
    sockread -n &TCPLogRead
    if ($sockbr == 0) {
        return
    }
    var %Offset = 0
    var %Len = $bvar(&TCPLogRead,0)
    if (%Len < 8) {
        return
    }
    if ($bvar(&TCPLogRead,1) == 0) {
        %Offset = 1
    }
    var %ID = $bvar(&TCPLogRead,$calc(%Offset + 1),3).text
    var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
    if ( %Message ) {
        if (%ID == 000) {
            echo -s %ID %Message
        }
        else if (%ID == 001) {
            echo -s %ID %Message
        }
        else if (%ID == 002) {
            echo -s %ID %Message
        }
    }
}

```

You probably won't notice the problems, but do something like building info. Like when a flamer is damaging a building, the socket is being flooded with the gamelog damage events and then when

the building gets destroyed (especially 2 at the same time), the building info won't update as if it skipped the kills.

Or there will be random moments when a player create event didn't go through the socket, kill messages involving the player won't show their name because it failed to grab the gamelog data.

It got frustrating. IRC simply can't handle that much data flooding the TCP.
