
Subject: Brenbot Plugin Error

Posted by [Gen_Blacky](#) on Sun, 24 Jan 2010 07:14:45 GMT

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Starting plugin killsounds

error found in killsounds.pm: Can't locate POE/Filter/Reference.pm in @INC (@INC contains: CODE(0x1c5f048) C:\Users\Admin\AppData\Local\Temp\par-Admin\cache-1188380480/inc/lib C:\Users\Admin\AppData\Local\Temp\par-Admin\cache-1188380480/inc CODE(0x1d9a670) .) at plugins/killsounds.pm line 6.

BEGIN failed--compilation aborted at plugins/killsounds.pm line 6.

Compilation failed in require at (eval 228) line 1.

I get this error with the brenbot executable if use the lib files it works fine. if i start with (C:\brenbot\Perl\bin\perl.exe C:\brenbot\bren\script\brenbot.pl).

Subject: Re: Brenbot Plugin Error

Posted by [danpaul88](#) on Mon, 25 Jan 2010 16:20:35 GMT

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That's because that particular Perl module is not used by BRenBot itself, hence it is not included in brenbot.exe. I don't see why you would need it for a sounds plugin either really...

Subject: Re: Brenbot Plugin Error

Posted by [Gen_Blacky](#) on Mon, 25 Jan 2010 18:01:59 GMT

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```
package killsounds;
```

```
use Socket;
use POE;
use POE::Component::Client::TCP;
use POE::Filter::Reference;
use Time::HiRes qw(time);
use Data::Dumper;
```

```
our %playerstats = ();
```

```
our %additional_events = (
    "GL_playerKill" => "GL_playerKill",
    "mapload"       => "reset",
    "gamerresult"  => "reset",
);
```

```
sub start {
    %playerstats= ();
```

```

    $firstkill = 1;
}

sub stop {
}

sub mapload {
    my ( $kernel, $session, $heap, $args ) = @_ [ KERNEL, SESSION, HEAP, ARG0 ];
    print("resetting stats\r\n");
    %playerstats= ();
}

sub gameresult {
    my ( $kernel, $session, $heap, $args ) = @_ [ KERNEL, SESSION, HEAP, ARG0 ];
    print("resetting stats\r\n");
    %playerstats= ();
    $firstkill = 1;
}

```

```

sub auto_reckill
{
    my $killer = shift;
    my $comment = shift;

    return if ( $startup == 1 );

    # Check they are not rec ignored
    if ( modules::is_rec_ignored( $killer ) )
    {
        modules::RenRemCMD( "msg [BR] $killer was unable to recieve their recommendation for
        $comment because they have been added to the recignore list by an administrator." );
        return;
    }
}

```

```

}

if ( modules::get_module( "autorecs" ) )
{
modules::RenRemCMD( "msg [BR] $killer has been recommended by BrenBot: $comment" );
modules::recommend_player( $killer, "BrenBot", $comment, 1 );
bhs::playsndp( "bonus_complete.wav", $killer );
}
}

```

```

my $killer = plugin::getPlayerFromObjectID($2);
my $skilled = plugin::getPlayerFromObjectID($1);

```

```

# if($killer == ""){return;}
my $playsound = "";

```

```

#####
### Check to see if person is Owner

```

```

my $owner = 0;

```

```

# print ("$killer killed $skilled\r\n");
# if($killer eq ""){print("Killer is empty\r\n"); return;}

```

```

if ( modules::IsHalfMod($killer)
    || modules::IsFullMod($killer)
    || modules::IsAdmin($killer)
    )
{
$owner = 1;
}

```

```

#####
### Colors for normal and special Owner messages

```

```

my $ncolor = "178,178,178"; #normal grey

```

```

my $scolor = "255,150,2"; #special orange

#my $ocolor = "255,0,0"; #Owner Red

#####
### Firstblood bit

#brIRC::ircmsg ("[noobdebugging] $killer killed $killed", "");

if ( $firstkill == 1 ) {

#if($killer eq $killed)
#{
#brIRC::ircmsg ("[debug] $killer killed his own dumb self, no first blood", "");
#}
    if ( ( $killer ne "" ) && ( $killer ne $killed ) ) {
        my $rand_firstblood = 0;
my $comment = "First Blood";
        if ( $owner == 0 ) {
            $rand_firstblood = int( rand(3) );

#brIRC::ircmsg ("random normal number is $rand_firstblood", "");
            if ( $rand_firstblood == 0 ) {
                $playsound = "snda firstblood.mp3";
            }
            if ( $rand_firstblood == 1 ) {
                $playsound = "snda onkill_firstblood.mp3";
            }
            else {
                $playsound = "snda onkill_firstblood2.mp3";
            }
            modules::RenRemCMD("cmsg $ncolor [BR] $killer Drew First Blood");
            print("Played $playsound for $killer\r\n");
            brIRC::ircmsg(
                "$killer drew first blood (normal $playsound)", "" );
            modules::RenRemCMD($playsound);
            $firstkill = 0;
            auto_rekill( $killer, "First Blood" );
        }
        else {
            $rand_firstblood = int( rand(2) );

#brIRC::ircmsg ("random special number is $rand_firstblood", "");
            if ( $rand_firstblood == 0 ) {
                $playsound = "snda f_first_blood.mp3";
            }
        }
    }
}

```

```

        else {
            $playsound = "snda f2_first_kill1.mp3";
        }
        modules::RenRemCMD("cmsg $scolor [BR] $killer Drew First Blood");
        print("Played $playsound for $killer\r\n");
        brIRC::ircmsg(
            "$killer drew first blood (special $playsound)", "" );
        modules::RenRemCMD($playsound);
        $firstkill = 0;
        auto_rekill( $killer, "First Blood" );
    }

}
else {

#brIRC::ircmsg ("[debug] false kill, no firstblood related to $killer or victim $skilled", "");
    return;
}
} ##### end first kill

#####
### Stats Counter

if ( $playerstats{$killer} ) {
    # print("$killer is old \r\n");

    # my %p = $playerstats{$killer};
    # check when player last killed

    my $lastkill = $playerstats{$killer}{'lastkill'};
    if ( $lastkill + 10 > time() ) {
        $playerstats{$killer}{'kills'} =
            $playerstats{$killer}{'kills'} + 1;
        $playerstats{$killer}{'lastkill'} = time();
    }
    else {
        $playerstats{$killer}{'kills'} = 1;
        $playerstats{$killer}{'lastkill'} = time();
    }
    $playerstats{$killer}{'totalkills'} =
        $playerstats{$killer}{'totalkills'} + 1;
}
else {
    #print("$killer is new\r\n");
    $playerstats{$killer}{'totalkills'} = 1;
    $playerstats{$killer}{'kills'} = 1;
    $playerstats{$killer}{'lastkill'} = time();
}
}

```

```

#brIRC::ircmsg("$killed died at $playerstats{$killed}{'totalkills'} kills", "");

# reset killed players kills
$playerstats{$killed}{'totalkills'} = 0;
$playerstats{$killed}{'kills'} = 0;
$playerstats{$killed}{'lastkill'} = 0;

#print Dumper(%playerstats);
# print("\n\n");

#

#if ( $killer == "" ) { print "killer is empty";return; }
#####
#####
#### START Kills within tie
my $played_sound = 0;

#MULTIKILLS
# print("Player $killer kills is $playerstats{$killer}{'kills'} \n\n");
if ( $playerstats{$killer}{'kills'} == 2 ) #2
{
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] Double Kill ($killer 2)");
        $playsound = "snd_a_doublekill.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal $playsound for $killer\n\n");
        brIRC::ircmsg("[MULTI] $killer - Double Kill (normal, 2 successive kills)", "");
    }
    else {
        modules::RenRemCMD(
            "cmsg $scolor [BR] Double Kill ($killer 2)");
        $playsound = "snd_a_f_double_kill.mp3";
        modules::RenRemCMD($playsound);
        print("Played special $playsound for $killer\n\n");
        brIRC::ircmsg("[MULTI] $killer - Double Kill (special, 2 successive kills)", "" );
    }
    $played_sound = 1;
}

if ( $playerstats{$killer}{'kills'} == 3 ) #3
{
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] Triple Kill ($killer 3)");
        $playsound = "snd_a_triplekill.mp3";
    }
}

```

```

modules::RenRemCMD($playsound);
print("Played normal $playsound for $killer\r\n");
brIRC::ircmsg(
"[MULTI] $killer - Triple Kill (normal, 3 successive kills)",
    ""
);
}
else {
modules::RenRemCMD(
    "cmsg $scolor [BR] Triple Kill ($killer 3)");
$playsound = "sndaf_Hattrick.mp3";
modules::RenRemCMD($playsound);
print("Played special $playsound for $killer\r\n");
brIRC::ircmsg(
"[MULTI] $killer - Double Kill (special, 3 successive kills)",
    ""
);
}
$played_sound = 1;
}

if ( $playerstats{$killer}{kills} == 4 ) #4
{
if ( $owner == 0 ) {
modules::RenRemCMD(
    "cmsg $ncolor [BR] Multi Kill ($killer 4)");
$playsound = "sndaf_multikill.mp3";
modules::RenRemCMD($playsound);
print("Played normal $playsound for $killer\r\n");
brIRC::ircmsg(
    "[MULTI] $killer - Multi Kill (normal, 4 successive kills)",
    ""
);
}
else {
modules::RenRemCMD(
    "cmsg $scolor [BR] Multi Kill ($killer 4)");
$playsound = "sndaf_multikill.mp3";
modules::RenRemCMD($playsound);
print("Played special $playsound for $killer\r\n");
brIRC::ircmsg(
"[MULTI] $killer - Multi Kill (special, 4 successive kills)",
    ""
);
}
$played_sound = 1;
}

```

```

if ( $playerstats{$killer}{'kills'} == 5 ) #5
{
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] Mega Kill ($killer 5)");
        $playsound = "snda megakill.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[MULTI] $killer - Mega Kill (special, 5 successive kills)",
            ""
        );
    }
    else {
        modules::RenRemCMD(
            "cmsg $scolor [BR] Mega Kill ($killer 5)");
        $playsound = "snda f_megakill.mp3";
        modules::RenRemCMD($playsound);
        print("Played special $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[MULTI] $killer - Mega Kill (special, 5 successive kills)",
            ""
        );
    }
    $played_sound = 1;
}

```

```

if ( $playerstats{$killer}{'kills'} == 6 ) #6
{
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] Ultra Kill ($killer 6)");
        $playsound = "snda ultrakill.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[MULTI] $killer - Ultra Kill (normal, 6 successive kills)",
            ""
        );
    }
    else {
        modules::RenRemCMD(
            "cmsg $scolor [BR] Ultra Kill ($killer 6)");
        $playsound = "snda f_ultrakill.mp3";
        modules::RenRemCMD($playsound);
        print("Played special $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[MULTI] $killer - Ultra Kill (special, 6 successive kills)",

```

```

        ""
    );
}
$played_sound = 1;
}

if ( $playerstats{$killer}{kills} == 7 ) #7
{
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] Monster Kill ($killer 7)");
        $playsound = "snd_a_monsterkill.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal $playsound for $killer\r\n");
        brIRC::ircmsg(
"[MULTI] $killer - Monster Kill (normal, 7 successive kills)",
        ""
        );
    }
    else {
        modules::RenRemCMD(
            "cmsg $scolor [BR] Monster Kill ($killer 7)");
        $playsound = "snd_a_f_monsterkill_f.mp3";
        modules::RenRemCMD($playsound);
        print("Played special $playsound for $killer\r\n");
        brIRC::ircmsg(
"[MULTI] $killer - Monster Kill (special, 7 successive kills)",
        ""
        );
    }
    $played_sound = 1;
}

if ( $playerstats{$killer}{kills} == 8 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] Ludicrous Kill ($killer 8)");
        $playsound = "snd_a_onkill_ludicrouskill.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal $playsound for $killer\r\n");
        brIRC::ircmsg(
"[MULTI] $killer - Ludicrous Kill (normal, 8 successive kills)",
        ""
        );
    }
    else {
        modules::RenRemCMD(
            "cmsg $scolor [BR] Ludicrous Kill ($killer 8)");

```

```

    $playsound = "sndaf_LudicrousKill_F.mp3";
    modules::RenRemCMD($playsound);
    print("Played special $playsound for $killer\r\n");
    brIRC::ircmsg(
"[MULTI] $killer - Ludicrous Kill (special, 8 successive kills)",
    ""
    );
}
$played_sound = 1;
}

if ( $playerstats{$killer}{kills} > 8 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] ERROR: OVERKILL ($killer $playerstats{$killer}{kills})"
        );
        $playsound = "sndas_car_2.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal $playsound for $killer\r\n");
        brIRC::ircmsg(
"[MULTI] $killer - OVERKILL (special, $playerstats{$killer}{kills} successive kills)",
        ""
        );
    }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] ERROR: OVERKILL ($killer $playerstats{$killer}{kills})"
        );
        $playsound = "sndaf2_bogan_like_deep.mp3";
        modules::RenRemCMD($playsound);
        print("Played special $playsound for $killer\r\n");
        brIRC::ircmsg(
"[MULTI] $killer - OVERKILL (special, $playerstats{$killer}{kills} successive kills)",
        ""
        );
    }
    $played_sound = 1;
}

#SPREES
if ( $playerstats{$killer}{totalkills} == 5 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is on a Killing Spree! (5 kills)"
        );
        $playsound = "sndakillingspree.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
    }
}

```

```

        brIRC::ircmsg(
            "[SPREE] $killer is on a Killing Spree! (normal, 5 kills)",
            ""
        );
    }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is on a Killing Spree! (5 kills)"
        );
        $playsound = "sndaf_killing_spree.mp3";
        modules::RenRemCMD($playsound);
        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is on a Killing Spree! (normal, 5 kills)",
            ""
        );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 10 ) {
    if ( $owner == 0 ) {
        my $comment = "10 Kills in a Row Without Dieing";
        modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is on a Rampage! (10 kills)"
        );
        $playsound = "sndaf_rampage.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        auto_rekill( $killer, " 10 Kills in a Row Without Dieing" );
        brIRC::ircmsg(
            "[SPREE] $killer is on a Rampage! (normal, 10 kills)",
            ""
        );
    }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is on a Rampage! (10 kills)"
        );
        $playsound = "sndaf_rampage.mp3";
        modules::RenRemCMD($playsound);
        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is on a Rampage! (special, 10 kills)",
            ""
        );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 15 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(

```

```

"cmmsg $ncolor [BR] $killer is Dominating! (15 kills)";
    $playsound = "snd_a_onskill_dominating2.mp3";
    modules::RenRemCMD($playsound);
    print("Played normal spree $playsound for $killer\r\n");
    brIRC::ircmsg(
        "[SPREE] $killer is Dominating! (normal, 15 kills)", "" );
    }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is Dominating! (15 kills)";
        $playsound = "snd_a_f_dominating.mp3";
        modules::RenRemCMD($playsound);
        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is Dominating! (special, 15 kills)", "" );
        }
    }

if ( $playerstats{$killer}{'totalkills'} == 20 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is Unstoppable! (20 kills)"
        );
        $playsound = "snd_a_unstoppable.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is Unstoppable! (normal, 20 kills)", "" );
        }
        else {
            modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is Unstoppable! (20 kills)";
            $playsound = "snd_a_f_unstoppable.mp3";
            modules::RenRemCMD($playsound);
            print("Played special spree $playsound for $killer\r\n");
            brIRC::ircmsg(
                "[SPREE] $killer is Unstoppable! (special, 20 kills)", "" );
            }
        }

if ( $playerstats{$killer}{'totalkills'} == 25 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is Godlike! (25 kills)";
        $playsound = "snd_a_godlike.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg( "[SPREE] $killer is Godlike! (normal, 25 kills)",

```

```

        "" );
    }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is Godlike! (25 kills)");
        $playsound = "sndafgodlike.mp3";
        modules::RenRemCMD($playsound);
        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is Godlike! (special, 25 kills)", "" );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 30 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] Holy Shit, $killer! (30 kills)");
        $playsound = "sndafonkill_holyshit.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg( "[SPREE] Holy Shit! $killer! (normal, 30 kills)",
            "" );
    }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] Holy Shit, $killer! (30 kills)");
        $playsound = "sndaf_HolyShit_F.mp3";
        modules::RenRemCMD($playsound);
        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] Holy Shit! $killer! (special, 30 kills)", "" );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 35 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] Wicked Sick, $killer! (35 kills)");
        $playsound = "sndafonkill_wickedsick.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] Wicked Sick! $killer! (normal, 35 kills)", "" );
    }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] Wicked Sick, $killer! (35 kills)");
        $playsound = "sndaf_WhickedSick.mp3";

```

```

modules::RenRemCMD($playsound);
print("Played special spree $playsound for $killer\r\n");
brIRC::ircmsg(
    "[SPREE] Wicked Sick! $killer! (special, 35 kills)", "" );
}
}

if ( $playerstats{$killer}{'totalkills'} == 40 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is annihilating the enemy! (40 kills)"
        );
        $playsound = "f_SKAARJannhilation.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is a gigantic spawnkilling faggot... (normal, 40 kills)",
            "" );
        }
        else {
            modules::RenRemCMD(
"cmmsg $scolor [BR] $killer still killing... (40 kills)"
            );
            $playsound = "f_SKAARJannhilation.mp3";
            modules::RenRemCMD($playsound);
            print("Played special spree $playsound for $killer\r\n");
            brIRC::ircmsg(
                "[SPREE] $killer is annihilating the enemy! (special, 40 kills)",
                "" );
            }
        }
    }

    if ( $playerstats{$killer}{'totalkills'} == 45 ) {
        if ( $owner == 0 ) {
            modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is still killing... (45 kills)"
            );
            $playsound = "snda f_SKAARJbloodbath.mp3";
            modules::RenRemCMD($playsound);
            print("Played normal spree $playsound for $killer\r\n");
            brIRC::ircmsg(
                "[SPREE] $killer is causing a Massacre! (normal, 45 kills)",
                "" );
            }
            else {
                modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is still killing... (45 kills)"
                );
            }
        }
    }
}

```

```

    $playsound = "sndaf_SKAARJbloodbath.mp3";
    modules::RenRemCMD($playsound);
    print("Played special spree $playsound for $killer\r\n");
    brIRC::ircmsg(
        "[SPREE] $killer is causing a Massacre! (special, 45 kills)",
        "" );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 50 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"msg $ncolor [BR] $killer is still killing... (50 kills)"
        );
        $playsound = "f_SKAARJerradication.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is erradicating everyone in his path! (normal, 50 kills)",
            "" );
        }
    else {
        modules::RenRemCMD(
"msg $scolor [BR] $killer is still killing... (50 kills)"
        );
        $playsound = "f_SKAARJerradication.mp3";
        modules::RenRemCMD($playsound);
        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is erradicating everyone in his path! (special, 50 kills)",
            "" );
        }
    }
}

if ( $playerstats{$killer}{'totalkills'} == 55 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"msg $ncolor [BR] $killer still killing... (55 kills)"
        );
        $playsound = "f_SKAARJextermination.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is cleansing everyone and everything! (normal, 55 kills)",
            "" );
        }
    else {
        modules::RenRemCMD(

```

```

"cmmsg $scolor [BR] $killer is still killing... (55 kills)"
    );
    $playsound = "f_SKAARJextermination.mp3";
    modules::RenRemCMD($playsound);
    print("Played special spree $playsound for $killer\r\n");
    brIRC::ircmsg(
        "[SPREE] $killer is cleansing everyone and everything! (special, 55 kills)",
        "" );
    }
}

if ( $playerstats{$killer}{totalkills} == 60 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is still killing... (60 kills)"
        );
        $playsound = "f_SKAARJslaughter.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is a more effective killer than AIDS! (normal, 60 kills)",
            "" );
        }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is still killing... (60 kills)"
        );
        $playsound = "f_SKAARJslaughter.mp3";
        modules::RenRemCMD($playsound);
        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is a more effective killer than AIDS! (special, 60 kills)",
            "" );
        }
    }
}

if ( $playerstats{$killer}{totalkills} == 65 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is still killing... (65 kills)"
        );
        $playsound = "f_SKAARJtermination.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is the reason people leave this game, Crying! (normal, 65 kills)",
            "" );
        }
    }
}

```

```
else {
    modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is still killing... (65 kills)"
    );
    $playsound = "f_SKAARJtermination.mp3";
    modules::RenRemCMD($playsound);
    print("Played special spree $playsound for $killer\r\n");
    brIRC::ircmsg(
        "[SPREE] $killer is the reason people leave this game, Crying! (special, 65 kills)",
        "" );
    }
}

}
}
1;
```

Subject: Re: Brenbot Plugin Error
Posted by [danpaul88](#) on Mon, 25 Jan 2010 22:09:06 GMT
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Why do you include POE::Filter::Reference if you don't even USE that module in the plugin? Just delete the use line for that module...

Subject: Re: Brenbot Plugin Error
Posted by [Gen_Blacky](#) on Mon, 25 Jan 2010 23:54:58 GMT
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danpaul88 wrote on Mon, 25 January 2010 16:09Why do you include POE::Filter::Reference if you don't even USE that module in the plugin? Just delete the use line for that module...

I did but there is still a problem it wont play the msgs its probably in the code i didn't use plugin commands.

Subject: Re: Brenbot Plugin Error
Posted by [danpaul88](#) on Tue, 26 Jan 2010 01:09:03 GMT
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Well for a start under additional events you point both mapload and gameresult to a subroutine called 'reset' which does not exist... either create a 'reset' subroutine or point them to the mapload and gameresult subroutines you have defined.

(regexes) work. A good starting point is <http://www.regular-expressions.info/tutorialcnt.html>

Subject: Re: Brenbot Plugin Error
Posted by [Gen_Blacky](#) on Thu, 04 Feb 2010 00:08:23 GMT
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Yea i could change the print msg exactly the same as adas but would this work.

```
if ($line =~ m/[Serial]s(.+)\s-\s(.+)/) {
```

Do i need special characters for the brackets or is this correct.

```
[Serail] whitespace playerid whitespace - whitespace playerhash
```

Edit:

Also is there special symbol in c++ for the pointer -> because i tried what you said and matched the message exactly and it didn't work.

\-.

Subject: Re: Brenbot Plugin Error
Posted by [Gen_Blacky](#) on Sat, 06 Feb 2010 04:58:53 GMT
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I figured out why i couldn't get the line. It was because i was using sprintf instead of Console_Output. Looked at a couple good regex references that helped. Thank you for the help

Subject: Re: Brenbot Plugin Error
Posted by [Gen_Blacky](#) on Sun, 14 Feb 2010 20:59:47 GMT
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I found a problem a with gkl21 serial br plugin for addas serial plugin.

it will crash the database if someone joins with an ' in there name. So in the import serial sub you need to replace the regex before it goes through. So just do something like this "\$nickname =~ s/\\/g;" to stop the ' from getting entered into the database.

Subject: Re: Brenbot Plugin Error

Posted by [danpaul88](#) on Sun, 14 Feb 2010 21:54:57 GMT

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A better solution would be to replace the ' with " (the ' repeated twice) since that is the escape sequence for the '.

Subject: Re: Brenbot Plugin Error

Posted by [Gen_Blacky](#) on Sun, 14 Feb 2010 22:29:29 GMT

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danpaul88 wrote on Sun, 14 February 2010 15:54A better solution would be to replace the ' with " (the ' repeated twice) since that is the escape sequence for the '.

ah I see

Subject: Re: Brenbot Plugin Error

Posted by [Gen_Blacky](#) on Tue, 16 Feb 2010 05:51:31 GMT

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Can you destroy a poe session timer? I cant figure out how to destroy one before it ends. I made a timer that starts when game loads and i want to kill it when game ends no matter what the timer is doing.

Subject: Re: Brenbot Plugin Error

Posted by [danpaul88](#) on Wed, 17 Feb 2010 11:26:02 GMT

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I find a handy solution to that is to do the following;

Initialize a global variable to 0

Every time you start the timer, increment that global variable and then save a COPY of the new value in the session heap

When the timer goes off compare the value of the global variable against the copy in the session heap. If they don't match just abort whatever it is the timer was meant to do because either a second instance of the timer was started or the timer was cancelled.

To cancel the timer simply increment the global variable so it doesn't match the copy in the timers session heap.

This way you avoid duplicate timers trying to do the same thing as each other and also provide a

mechanism for cancelling timers.

Depending on how often this timer is going to be created / cancelled you might want to also add a check which resets it to 0 once it reaches 1,000,000 or so to prevent it from causing an overflow error.

Subject: Re: Brenbot Plugin Error
Posted by [Gen_Blacky](#) on Mon, 22 Feb 2010 23:08:54 GMT
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Thank you that helped.

Subject: Re: Brenbot Plugin Error
Posted by [Gen_Blacky](#) on Wed, 14 Apr 2010 17:16:13 GMT
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is there fetchrow_array sub in brenbot or anything like it.

```
my @row;  
my @array = brdatabase::execute_query( "SELECT * FROM serials WHERE LOWER(name)  
= '$playername' OR serial = '$serial'");  
if (@array != 0)  
{  
  
    while (@row = @array->fetchrow_array())  
    {
```

something like this will fail horribly unless I initialize a new database. It doesn't like execute_query sub.
