Subject: BrenBot help.
Posted by crysis992 on Sun, 24 Oct 2010 17:41:04 GMT
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Hello, i need a bit help with BrenBot.
I want a !mpage command, that command should page all authed moderators on the modlist. But how I do this?

Subject: Re: BrenBot help.
Posted by halo2pac on Sun, 24 Oct 2010 22:32:55 GMT
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You have to learn Perl to build a brenbot plugin orr kiss-ass enough to have someone build it for you.

Subject: Re: BrenBot help.
Posted by Gen_Blacky on Mon, 25 Oct 2010 03:25:07 GMT
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I thought it was a good idea so I made one

```
sub pagemods
{
 my ( $session, $heap, $args ) = @_[ SESSION, HEAP, ARG0 ];
 my $kernel = $_[KERNEL];
 my %args = %{$args};

 #if ( $args{arg1} )
 if ( $args{arg} =~ m/^\!\S+\s(.+)$/i )
 {
  my $msg = $1;
  my $name = "";
  my $string = "";
  my $players_gdi = serverStatus::getPlayers_GDI();
  my $players_nod = serverStatus::getPlayers_Nod();
  my $maxplayers = $players_nod + $players_gdi;
  my $msglength = length($msg);
  if ( $msglength > 248 ) { sendmsg("Your Message is too long.", $args{nicktype}, "A", $args{nick}
); return; }
          elsif ($maxplayers < 1) { sendmsg("No players in Game", $args{nicktype}, "A",
$args{nick} ); return; }
  else
  {
   my %playerlist = playerData::getPlayerList();
   while ( my ( $id, $player ) = each ( %playerlist ) )
```

```
   {

   if ((modules::IsHalfMod($player->{'name'}) || modules::IsFullMod($player->{'name'}) ||
modules::IsAdmin($player->{'name'}) ))
   {
    modules::pagePlayer ( $player->{'id'}, "Admin", "$msg" );
    $name = "$player->{'name'} ";
    $string = $string . $name;

   }
  }
  my $stringl = length($string);
  if ($stringl < 1) { sendmsg("No Mods ingame", $args{nicktype}, "A", $args{nick} ); return;}
  else { sendmsg("Mods $string have been paged", $args{nicktype}, "A", $args{nick} ); }
 }
}
 else { sendmsg("Syntax !pagemods <msg>", $args{nicktype}, "A", $args{nick} ); }
}

sub sendmsg
{
 my ( $msg, $nicktype, $chantype, $username ) = @_;
 if ($nicktype == 1)
 {
  plugin::ircmsg ($msg, $chantype );
 }
 else
 {
  my ( $result, %player ) = playerData::getPlayerData( $username );
  if ( $result == 1 )
  {
   modules::pagePlayer ( $player{'id'}, "Brenbot", "$msg." );
  }
 }
}
```

Thank you Blacky =)

Why are you adding up the number of GDI and Nod players instead of just getting the player list (which you do a few lines later) and checking how many items are in it?

EDIT: And, for reference, you shouldn't ever be accessing ServerStatus, PlayerData or modules directly, they are NOT part of the plugin interface and any plugins using them may break in future versions of BRenBot. You should use plugin::getPlayerList to get the player list and plugin::pagePlayer to page a player. All of the functionality you have used should be available through the plugin interface, if it is not you should request that it is added so you can create future-proof plugins.