
Subject: BRenBot 1.53.11

Posted by [danpaul88](#) on Wed, 29 Feb 2012 19:42:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

** SSGM 4.0 support requires server side scripts.dll compiled from TT revision 4076 or higher **

Changes since 1.53.10

- Fix some quote replacement issues in logging related functionality
- Fix problem with case sensitivity when verifying auth passwords
- Removed redundant RG related function `is_serial_banned` from `modules.pm`
- Fixed autoannounce command calling an old, removed function
- Fixed `IsHalfMod()`, `IsMod()` and `IsAdmin()` functions in `modules.pm`
- Modified map settings announcement to not include the donation limit when it is set to zero or the donations module is disabled
- Fixed a crash when kicking a banned player who joins the server

Existing plugins might or might not work with this, let me know if you have any problems with them.

File Attachments

1) [br_1-53-11.7z](#), downloaded 329 times

Subject: Re: BRenBot 1.53.11

Posted by [roszek](#) on Wed, 29 Feb 2012 21:08:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: BRenBot 1.53.11

Posted by [Ethenal](#) on Wed, 29 Feb 2012 23:43:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Looks great, sir! Thanks for supporting BR after all these long years!

Subject: Re: BRenBot 1.53.11

Posted by [iRANian](#) on Wed, 29 Feb 2012 23:54:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for the release. I will test this out with the Area54 owner in the future.

Subject: Re: BRenBot 1.53.11

Posted by [triattack](#) on Fri, 02 Mar 2012 10:49:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

thanx for the update

Subject: Re: BRenBot 1.53.11

Posted by [zunnie](#) on Fri, 02 Mar 2012 11:59:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice work, works like a charm

Thanks

Subject: Re: BRenBot 1.53.11

Posted by [Gen_Blacky](#) on Sat, 03 Mar 2012 22:28:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

I get this error when loading some plugins with build 11 i haven't seen it in build 10.

Can't use string ("0") as a HASH ref while "strict refs" in use at plugin.pm line 285.

=== 4592 === Sessions were started, but POE::Kernel's run() method was never called to execute them. This usually happens because an error occurred before POE::Kernel->run() could be called. Please fix any errors above this notice, and be sure that POE::Kernel->run() is called. See documentation for POE::Kernel's run() method for another way to disable this warning.

Subject: Re: BRenBot 1.53.11

Posted by [danpaul88](#) on Mon, 05 Mar 2012 17:33:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Looking at the code suggests you might have a malformed XML config file for the problematic plugin. Can you post (or PM) the XML file for whichever plugin is causing the problem?

Subject: Re: BRenBot 1.53.11

Posted by [Gen_Blacky](#) on Mon, 05 Mar 2012 20:54:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Made a test plugin to make sure there was nothing else causing problems.

Problem is caused by the xml config settings.

```
<config>
<cvar name="test" value="1"/>
</config>
```

Not sure why this is causing the problem and not in other plugins.

[13:34:17] Loading plugin TEST... Use of tied on a handle without * is deprecated at XML/Parser/Expat.pm line 447.

Can't use string ("1") as a HASH ref while "strict refs" in use at plugin.pm line 285.

=== 5272 === Sessions were started, but POE::Kernel's run() method was never called to execute them. This usually happens because an error occurred before POE::Kernel->run() could be called. Please fix any errors above this notice, and be sure that POE::Kernel->run() is called. See documentation for POE::Kernel's run() method for another way to disable this warning.

```
#TEST.pm
```

```
package TEST;
```

```
use POE;
use plugin;
```

```
our $plugin_name;
our %config;
```

```
our %additional_events =
(
);
```

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

```
if ( $config{'test'} == 1 )
{
print ( "weeeeeeeeeee\n" );
}
}
```

```
sub stop
{
my ( $session, $heap, $args ) = @_ [ SESSION, HEAP, ARG0 ];
```

```
my $kernel = $_[KERNEL];
}

1;
```

#TEST.xml

```
<?xml version="1.0" ?>

<plugin name="TEST">
  <events>
</events>
  <config>
    <cvar name="test" value="1"/>
  </config>
</plugin>
```

Subject: Re: BRenBot 1.53.11
Posted by [iRANian](#) on Mon, 05 Mar 2012 21:19:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

We have the bansystem.dll SSGM plugin enabled to get !qkick and !ban working, but if a person gets banned and we use !delban to delete the ban, the player is still banned, apparently because the info is still logged in banList.tsv (the file that bansystem.dll uses to log bans).

Subject: Re: BRenBot 1.53.11
Posted by [TORN](#) on Mon, 05 Mar 2012 23:22:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Mon, 05 March 2012 16:19 We have the bansystem.dll SSGM plugin enabled to get !qkick and !ban working, but if a person gets banned and we use !delban to delete the ban, the player is still banned, apparently because the info is still logged in banList.tsv (the file that bansystem.dll uses to log bans).

Yeah, I have the same problem, I have to manually delete them from the tsv file

Subject: Re: BRenBot 1.53.11
Posted by [zunnie](#) on Tue, 06 Mar 2012 10:22:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think the teamchange command is also bugged, i used it earlier and it switched two random guys

as well :/

Subject: Re: BRenBot 1.53.11

Posted by [danpaul88](#) on Tue, 06 Mar 2012 13:44:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Do you have auto-balance turned on? In the first few minutes of a map if auto-balance is enabled BRenBot will try to keep the teams even by swapping players around.

EDIT;

As for banlist.tsv, I was unaware of its existence when I originally coded the support for the SSGM 4.0 banning system and assumed it would simply use the existing allow console command to un-ban players. First I heard of it was last week when Stealtheye told me about it.

Subject: Re: BRenBot 1.53.11

Posted by [zunnie](#) on Tue, 06 Mar 2012 13:52:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmm i'm not sure but i just tested it on myself now again with 2 players in the server. Only me got switched this time, i made sure autobalance is off now.

I guess its alright then after all

Subject: Re: BRenBot 1.53.11

Posted by [zunnie](#) on Tue, 06 Mar 2012 15:25:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

[16:23:58] <%UltraBot> 04Desperado : Character : Nod Stealth Black Hand Health : 66/200
Armor : 0/100

[16:23:58] <%UltraBot> 04 Kills : Vehicle Kills : 1 Building Kills : Deaths : 1

[16:23:58] <%UltraBot> 04 Vehicle : Nod Stealth Tank Health : 200/200 Armor : 187/200

The guys kills are not seen by the bot, deaths work though.

Subject: Re: BRenBot 1.53.11

Posted by [danpaul88](#) on Tue, 06 Mar 2012 17:37:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sounds like the format of the gamelog messages might have changed since SSGM 2.0.2 then... they were supposed to be compatible. Will need some samples of gamelog output of kill strings to

look into that one.

Subject: Re: BRenBot 1.53.11
Posted by [Gen_Blacky](#) on Tue, 06 Mar 2012 23:35:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Danpual can you add a plugin function to get a list of irc users.

return %adminChannelUsers; and %publicChannelUsers; hash.

or change them to our so we call it from outside brIRC.

Subject: Re: BRenBot 1.53.11
Posted by [zunnie](#) on Wed, 07 Mar 2012 11:52:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont think Protected Nicknames are working, we had a few impersonations and they were not kicked from the server.

They did not get mod powers though, just not kicked.

Subject: Re: BRenBot 1.53.11
Posted by [iRANian](#) on Wed, 07 Mar 2012 12:00:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah kicking doesn't seem to work from time to time, I don't know why.

Subject: Re: BRenBot 1.53.11
Posted by [danpaul88](#) on Wed, 07 Mar 2012 12:52:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does BRenBot say it has kicked them from the server, but they don't actually get kicked? If so that could be a problem with the SSGM 4.0 bansystem.dll since that now handles the kick console commands. Check renlog to see if there was any response to the kick command from the FDS... (renlog is still created in SSGM, under a subfolder along the lines of FDS\Renegade\FDS\somethingorother\renlog_00000.txt)

Subject: Re: BRenBot 1.53.11
Posted by [iRANian](#) on Wed, 07 Mar 2012 12:58:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Okay we'll do that next time it happens.

Subject: Re: BRenBot 1.53.11

Posted by [zunnie](#) on Wed, 07 Mar 2012 13:00:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

hm, i disabled bansystem.dll plugin... :/

Subject: Re: BRenBot 1.53.11

Posted by [zunnie](#) on Wed, 07 Mar 2012 13:16:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

edit nvm

Subject: Re: BRenBot 1.53.11

Posted by [danpaul88](#) on Wed, 07 Mar 2012 13:43:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

zunnie wrote on Wed, 07 March 2012 13:00hm, i disabled bansystem.dll plugin... :/

Not a good idea, the original kick console command has been disabled in SSGM 4.0 as far as I understand it, so without bansystem.dll you won't be able to kick anyone from your server at all

Subject: Re: BRenBot 1.53.11

Posted by [zunnie](#) on Wed, 07 Mar 2012 14:00:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hm yea i figured that out just now LOL.

Enabled it again :/

Subject: Re: BRenBot 1.53.11

Posted by [zunnie](#) on Wed, 07 Mar 2012 15:10:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

[16:09:55] <%UltraBot> ~zunnie: !vote yes

[16:09:55] <%UltraBot> Host: [BR] Sorry, Voting has been temporarily disabled by the administration.

[16:09:55] <%UltraBot> ~zunnie: !vote yes

[16:09:55] <%UltraBot> Host: [BR] Sorry, Voting has been temporarily disabled by the administration.

Posted by [zunnie](#) on Wed, 07 Mar 2012 18:38:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok disabled it now, didnt know it was there

Subject: Re: BRenBot 1.53.11

Posted by [iRANian](#) on Thu, 08 Mar 2012 13:09:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

How does BRenBot process the player kill logs? Does it just parse the '_PLAYERKILL' header and display the rest of the log line? I'd like to have BRenBot display custom kill messages, is this possible in any way?

Subject: Re: BRenBot 1.53.11

Posted by [danpaul88](#) on Thu, 08 Mar 2012 13:30:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

You can create a plugin which hooks Renlog / Gamelog / SSGMLog messages by matching against a regex if you want to create custom kill messages.

The ranks plugin probably already defines all the hooks you would need since it also tracks kill events.

Subject: Re: BRenBot 1.53.11

Posted by [iRANian](#) on Thu, 08 Mar 2012 17:09:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Would it be possible to have BRenBot not send the normal kill messages to IRC? I'm not familiar with the BRenBot plugin interface so I'm not sure if this is possible.

Subject: Re: BRenBot 1.53.11

Posted by [Gen_Blacky](#) on Thu, 08 Mar 2012 22:20:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Thu, 08 March 2012 10:09 Would it be possible to have BRenBot not send the normal kill messages to IRC? I'm not familiar with the BRenBot plugin interface so I'm not sure if this is possible.

yes

Subject: Re: BRenBot 1.53.11
Posted by [iRANian](#) on Thu, 08 Mar 2012 23:12:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

How?

Subject: Re: BRenBot 1.53.11
Posted by [Gen_Blacky](#) on Fri, 09 Mar 2012 02:53:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote: #-----

Gamelog Settings

These settings only apply if the Gamelog module is enabled.

#-----

These five settings control which messages are shown in IRC. Set to 0 to
disable, 1 to show in admin channel only, 2 to show in both channels.

Gamelog_Show_Vehicle_Purchase = 1
Gamelog_Show_Crate_Messages = 1
Gamelog_Show_Kill_Messages = 1
Gamelog_Show_Vehicle_Kill_Messages = 1
Gamelog_Show_Building_Kill_Messages = 1

Subject: Re: BRenBot 1.53.11
Posted by [iRANian](#) on Fri, 09 Mar 2012 07:25:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Derp, I swear I didn't see that. I know you're busy but could you write a BRenBot plugin to send my custom messages? I'll have to add the RenLog logging.
