
Subject: BrenBot Refund Command

Posted by [Distrbd21](#) on Fri, 13 Jul 2012 16:51:15 GMT

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

I decided to fix the !refund command on BrenBot, it now will give the player the credits instead of just saying it did.

I also added !defund so you can take a players credits.

EDIT: Also fixed the double was typo ;p

Requirements

BrenBot: Of course

ExtraConsoleCommands Plugin: The Commands use GiveCredits and TakeCredits, only available with the plugin.

All I did was edit the pm and xml files to the following.

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

    if ( $args{arg1} && $args{arg2} && ( $args{arg2} =~ m/^(?-?\d+)$/ ) )
    {
        my ( $result, %player ) = playerData::getPlayerData( $args{'arg1'} );
        if ( $result == 1 )
        {
            my $amount = $args{arg2};

            plugin::RenRemCMD ( "GiveCredits $player{id} $amount" );
            plugin::RenRemCMD("ppage $player{id} you have been giving $amount credits by
$args{nick}.");
            plugin::ircmsg ( " $player{name} was refunded $amount credits by $args{nick}", A);
        }
        else {
            doMsg("Error: $args{arg1} was not found ingame, or is not unique",$args{nicktype}, "A");
        }
    }
    else
    {
        doMsg("Syntax: !refund <player> <amount>",$args{nicktype}, "A");
    }
}
}
!defund
sub defund
{
```

```

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

if ($args{arg1} && $args{arg2} && ($args{arg2} =~ m/^(-?\d+)$/ ))
{
my ( $result, %player ) = playerData::getPlayerData( $args{'arg1'} );
if ( $result == 1 )
{
my $amount = $args{arg2};

plugin::RenRemCMD ( "TakeCredits $player{id} $amount" );
plugin::RenRemCMD("ppage $player{id} $args{nick} has taken $amount credits from you.");
plugin::ircmsg ( " $player{name} was defunded $amount credits by $args{nick}", A);
}
else {
doMsg("Error: $args{arg1} was not found ingame, or is not unique",$args{nicktype}, "A");
}
}
else
{
doMsg("Syntax: !defund <player> <amount>",$args{nicktype}, "A");
}
}
}

```

File Attachments

- 1) [BRenBot.pm](#), downloaded 193 times
- 2) [BRenBot.xml](#), downloaded 184 times

Subject: Re: BrenBot Refund Command
 Posted by [zunnie](#) on Fri, 13 Jul 2012 16:58:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice

Subject: Re: BrenBot Refund Command
 Posted by [Ethenal](#) on Fri, 13 Jul 2012 17:24:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool, but the regular expression from:

```
if ($args{arg1} && $args{arg2} && ($args{arg2} =~ m/^(-?\d+)$/ ))
```

still accepts a negative number in both commands, even though neither uses them. it'll probably just get really confused, actually.

Subject: Re: BrenBot Refund Command

Posted by [Distrbd21](#) on Fri, 13 Jul 2012 18:03:54 GMT

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

Ethenal wrote on Fri, 13 July 2012 12:24Cool, but the regular expression from:

```
if ($args{arg1} && $args{arg2} && ($args{arg2} =~ m/^(~?\d+)$/ ))
```

still accepts a negative number in both commands, even though neither uses them. it'll probably just get really confused, actually.

I see what your saying.

That you will have to ask danpual why he or whom ever made the pm file, why ;p
