Subject: BRenBot 1.54.1
Posted by danpaul88 on Sat, 12 Apr 2014 17:40:58 GMT

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A compiled copy of BRenBot 1.54.1 is attached to this post for use with servers running SSGM 4.0 and newer. On top of the changes already posted for 4.1 (see this topic) this version contains the following changes;

GameSpy update
As you're probably already aware if you follow this topic the GSA master servers will be shut down soon. I was asked to support broadcasting to multiple master servers in the interim whilst servers switch over, which is the main driver for this update.

Rather than implement a quick band-aid fix in the bot I've pulled GSA out of the core codebase and made it a plugin instead, retaining all of the same features you're used to and adding several new ones at the same time.

The new plugin supports broadcasting to as many master servers as you want, simply list each server in plugins/gamespy.xml and it will broadcast to each of them.

In addition I rewrote the handling for custom server info such that you can now define your own Key=Value pairs in the config XML rather than being limited to the pre-provided set of Website, IRC, Teamspeak and Ventrillo. Some examples are provided in the default config XML, although they are commented out until you choose to use them.

Note: For those updating an existing installation of BRenBot be sure to fill in the config settings in plugins/gamespy.xml. All GSA related settings in brenbot.cfg are now redundant and can be deleted after copying the relevant values into the plugin configuration.

Note: New plugins are not loaded automatically by BRenBot, use !plugins to see which plugins are loaded and !plugin_load or !plugin_unload to load and unload plugins respectively.

Bug Fixes

Vehicle purchase IRC message did not respect teams.cfg settings
Vote command always counted zero total votes in some cases

Code Improvements
A new fds module has been introduced to provide a central place for checking which functionality

is supported on any given server or client based on version checking. Eventually this will be the go-to library for sending any commands to the FDS and will replace most direct usages of RenRemCMD elsewhere in the code.

This module is being written with proper function prototypes and is designed to support transmitting commands over the TCP SSGM channel in a future update.

Bug Reporting
Please report any bugs you might find or submit feature requests on the BRenBot Trello board by commenting on the cards under "BRenBot 1.54.1".

Acknowledgements
Thanks to Ethenal for contributing some bug fixes to the BRenBot SVN.

File Attachments
1) brenbot_1-54-1.7z, downloaded 427 times

Subject: Re: BRenBot 1.54.1
Posted by OuTSMoKE on Mon, 21 Apr 2014 23:34:18 GMT
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!poll gameover works, but !poll nextmap isn't.

Here's copy/paste:

[6:27pm] <&KamServ> Host: [BR] Voting period over, tallying votes...   GDI; 1 Yes, 0 NoNod; 0 Yes, 0 No
[6:27pm] <&KamServ> Host: [BR] More yes votes than no votes. VOTE PASSED.
[6:27pm] <&KamServ> Host: [BR] Error setting next map to Quick_Draw.

Edit:

Also, the same problem as last with output for team chat. No space after [Team]

[6:37pm] <&KamServ> [Team]Kirill: !rt

I can fix that with Unk's help though for mine.

================================

EDIT: Just noticed output line on vote totals is doubled. Bolded the line I'm talking about.

[11:53am] < 03&KamServ > 14Host: [BR] Voting period over, tallying votes... GDI; 1 Yes, 0 NoNod; 0 Yes, 0 No

---

Subject: Re: BRenBot 1.54.1
Posted by Xpert on Mon, 28 Apr 2014 05:08:06 GMT
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OuTSMoKE wrote on Mon, 21 April 2014 19:34

Also, the same problem as last with output for team chat. No space after [Team]

[6:37pm] <&KamServ> [Team]Kirill: !rt

I thought Ethenal had that fixed through the SVN. Same for the crate messages not having a space, or maybe he just did it on Jelly.

Subject: Re: BRenBot 1.54.1
Posted by OuTSMoKE on Wed, 30 Apr 2014 17:35:43 GMT
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Xpert wrote on Sun, 27 April 2014 22:08OuTSMoKE wrote on Mon, 21 April 2014 19:34

Also, the same problem as last with output for team chat. No space after [Team]

[6:37pm] <&KamServ> [Team]Kirill: !rt

I thought Ethenal had that fixed through the SVN. Same for the crate messages not having a space, or maybe he just did it on Jelly.

Just looked, yes crate messages are fucked up too.

[12:11pm] <&KamServ> [Crate]:scholte got the Overhaul crate (Vehicle)

There's a : instead of a space. I know last bren had same issues, we manually fixed with pearl, unknown helped me. If we get around to it soon and no one has posted here again, I'll drop a link to a new .exe in this thread.

Subject: Re: BRenBot 1.54.1

Posted by OuTSMoKE on Sat, 03 May 2014 23:34:36 GMT
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Got the outputs updated for anyone that wanted them fixed. New brenbot.exe (rar'd) attached to this post.

Changes: Fixed spacing issues for Team chat and crate messages.

Team Chat:

Old:
[11:36am] <&KamServ> [Team]Imperator: type !hp 100 or !ap 100

New:
[6:30pm] <&KamServ> [Team] OuTSMoKE: team chat test

Crate IRC Output:

Old:
[2:53pm] <&KamServ> [Crate]:Wanja got the Demolition Kit crate (Infantry)

New:
[6:32pm] <&KamServ> [Crate] OuTSMoKE got the Second Wind crate (Infantry)


```
File Attachments
1) brenbot.rar, downloaded 307 times
```

Subject: Re: BRenBot 1.54.1
Posted by Jerad2142 on Wed, 14 May 2014 13:02:13 GMT
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So I downloaded this yesterday in hopes of getting my server to both show up on WOL and GSA, however I have yet to see it show up on GSA (or to be more specific RenList beings GSA doesn't show any games on my computer).

I tried it stock 1.54.1 and I also dug around and found some 1.53 instructions and tried adding

Generate_Gamespy_Queries = 1
GameSpyQueryPort = 23500
Broadcast_Server_To_Gamespy = 1
GameSpy_IP = 123.123.123.123

to my config.xml (with GameSpy_IP being the IP of my server).

I also tried opening the port 4849 on my router just in case it was another port forwarding issue (I recall reading somewhere that the port for some part of the gamespy system should be one more than the port for RenFDS).

Any ideas?

Subject: Re: BRenBot 1.54.1
Posted by iRANian on Wed, 14 May 2014 13:15:52 GMT
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See op

GameSpy update
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Subject: Re: BRenBot 1.54.1
Posted by danpaul88 on Wed, 14 May 2014 13:30:25 GMT
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Also be sure to actually load the GSA plugin once you have configured it;

danpaul88 wrote on Sat, 12 April 2014 18:40
Note: New plugins are not loaded automatically by BRenBot, use !plugins to see which plugins are loaded and !plugin_load or !plugin_unload to load and unload plugins respectively.

Subject: Re: BRenBot 1.54.1
Posted by Jerad2142 on Wed, 14 May 2014 15:04:26 GMT

iRANian wrote on Wed, 14 May 2014 07:15See op

GameSpy update
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I'm not quite sure how I managed to download it and completely over look the bold orange "Gamespy Update" text, it was late last night, that's going to be my excuse ;p

danpaul88 wrote on Wed, 14 May 2014 07:30Also be sure to actually load the GSA plugin once you have configured it;

danpaul88 wrote on Sat, 12 April 2014 18:40
Note: New plugins are not loaded automatically by BRenBot, use !plugins to see which plugins are loaded and !plugin_load or !plugin_unload to load and unload plugins respectively.

I'll give this a shot when I get home, I'm sure its the reason though! I felt like it would have to do with a plugin not being loaded.

Subject: Re: BRenBot 1.54.1
Posted by danpaul88 on Wed, 14 May 2014 15:15:14 GMT

I'm actually in the process of finalising a 1.54.2 build at the moment to resolve an issue reported by OuTSMoKE in relation to the display of team messages in the public IRC channel. It also includes a few other core improvements to improve performance and code readability in the renlog parsing code (which has remained essentially unchanged since I took over BRenBot, until now)

Subject: Re: BRenBot 1.54.1
Posted by Ethenal on Wed, 14 May 2014 15:42:44 GMT

Yeah the new BR plugin system requires you to do !plugin_load once the bot is running to load any plugins, but once they're successfully loaded they'll be loaded every time the bot starts in the future (that is, until you type !plugin_unload).

Subject: Re: BRenBot 1.54.1
Posted by danpaul88 on Wed, 14 May 2014 15:53:29 GMT

I keep meaning to add a config option to automatically load new plugins it hasn't seen before (since you probably added them to the folder because you wanted them) but haven't quite got around to it yet. Partly because I bundle some plugins with the bot and don't necessarily want to load them by default...

Subject: Re: BRenBot 1.54.1
Posted by ExEric3 on Wed, 14 May 2014 20:28:27 GMT

And dan try look on that banlist.

Subject: Re: BRenBot 1.54.1
Posted by danpaul88 on Wed, 14 May 2014 21:20:43 GMT

what ban list?

EDIT: Oh, banlist.tsv... not sure that'll make it into this one, next one perhaps.

Subject: Re: BRenBot 1.54.1
Posted by Jerad2142 on Wed, 14 May 2014 21:40:04 GMT

Okay my next problem has to do with the location of the log files, original FDS dumped them right into the server folder, but my 4.1 FDS is putting them in Server/Renegade/FDS/ which leaves brenbot trying over and over to find them (I tried creating paths.ini and throwing the dir in for the logs but that didn't do the trick, probably because I don't know the syntax).

I also just tried changing the location for it in brenbot.cfg via the FDSLogFilePath, but then it just doesn't start at all (gives an error about not being able to find server.ini).

Subject: Re: BRenBot 1.54.1
Posted by danpaul88 on Wed, 14 May 2014 22:00:15 GMT
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BRenBot doesn't even read the logfiles under SSGM 4.x... and it uses the default paths.ini settings if you don't have a copy of it in your data folder, so no need to create that.

Subject: Re: BRenBot 1.54.1
Posted by Jerad2142 on Wed, 14 May 2014 22:05:00 GMT
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I'm not running ssgm, with 120+ ai running around the map is almost too much for it as is without SSGM trying to log object data.

Also, it seems my Gamespy plugin is using my RemoteAdminPort for my server's port instead of the Port or Gamespy port (they were 4848, and my RemoteAdminPort was 4849, however in the server listing for GSA it was showing my server with 4849, and I couldn't join until I changed the RemoteAdminPort to 4848, after which it correctly displayed in the listing).

Subject: Re: BRenBot 1.54.1
Posted by danpaul88 on Wed, 14 May 2014 22:20:34 GMT
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The default UDP query port in BRenBot for GSA clients is 23500 in plugins/gamespy.xml and it reads the game port from server.ini

if ($_ =~ m/Port\s*=\s*(\d+)/)
  {
    $server_gameport = $1;
  }

Although it occurs to me that if RemoteAdminPort= is below Port= in your server config that regex would technically match that too... should probably fix that ^^

EDIT: Fixed for 1.54.2

Subject: Re: BRenBot 1.54.1
Posted by Jerad2142 on Wed, 14 May 2014 22:28:32 GMT
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danpaul88 wrote on Wed, 14 May 2014 16:20The default UDP query port in BRenBot for GSA clients is 23500 in plugins/gamespy.xml and it reads the game port from server.ini

```
if ($_ =~ m/Port\s*=\s*(\d+)/)
   {
     $server_gameport = $1;
   }
```

Although it occurs to me that if RemoteAdminPort= is below Port= in your server config that regex would technically match that too... should probably fix that ^^

EDIT: Fixed for 1.54.2

I'll just throw remoteAdminPort above port for now and see if that does the trick.

As for the stock Ren logging path, any way I can make it work or do I have to bite the bullet and put the extra bloat (bloat being unneeded, not disliked) of SSGM on my server?


Subject: Re: BRenBot 1.54.1
Posted by danpaul88 on Wed, 14 May 2014 23:34:20 GMT
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Post the console output into here showing where it is looking for the renlog files... it's a long time since I've had a server that isn't running SSGM so I don't test that code very often.

Subject: Re: BRenBot 1.54.1
Posted by Jerad2142 on Thu, 15 May 2014 00:14:46 GMT
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File Attachments
1) sdf.png, downloaded 1137 times
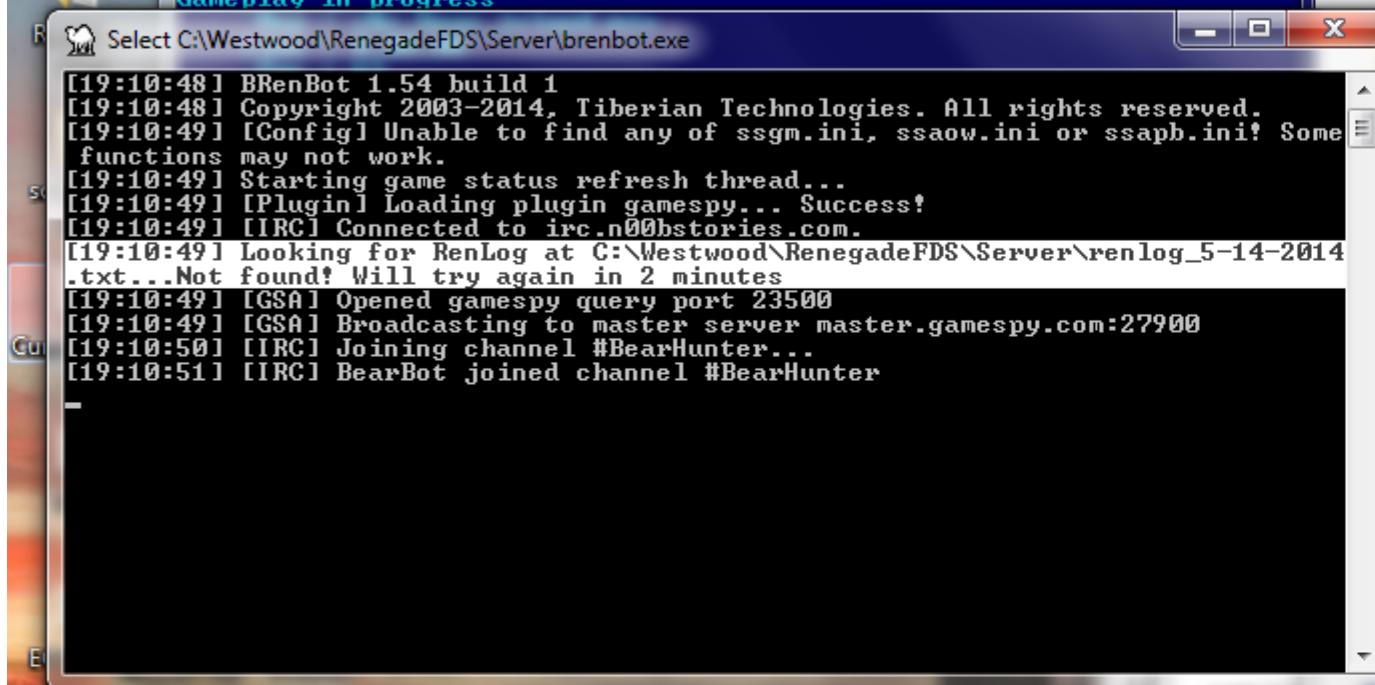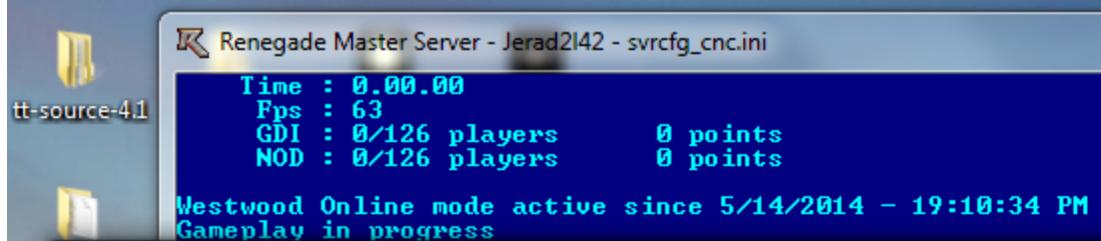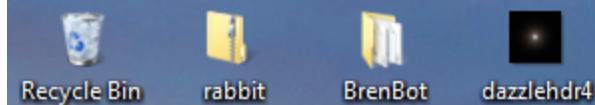
Subject: Re: BRenBot 1.54.1
Posted by danpaul88 on Thu, 15 May 2014 09:22:36 GMT
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Ah, that explains it... without SSGM settings being present it's not applying any paths.ini logic (you'd see a message indicating it had if it was), obviously the code that checks for paths.ini is looking for SSGM version >= 4.0 and not considering the possibility of having TT >= 4.0 without SSGM itself. I'll update that tonight when I get home.

Subject: Re: BRenBot 1.54.1
Posted by Jerad2142 on Fri, 16 May 2014 01:31:33 GMT
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Cool cool, guess I don't need to rush you too much, for the most part it seemed to run okay last night with SSGM on the server, but good to get all these bugs worked out all the same

Subject: Re: BRenBot 1.54.1
Posted by Jerad2142 on Tue, 20 May 2014 15:46:26 GMT
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I think a cool feature would be a option that logs player chat to a new file. This would be nice because now the renlog files are flooded with:
Players in-game
Westwood online mode active since *day* - *time*
Gameplay in progress
  Map : *map name*
  Time : *time*
  Fps : *fps*
  GDI : #/# players   # points
  NOD : #/# players   # points

which makes it hard to read through the chat logs or find chat, or just to see if any players joined while the server owner isn't around.

Subject: Re: BRenBot 1.54.1
Posted by Wyld1USA on Tue, 20 May 2014 22:12:23 GMT
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Thank you for all your work on this Dan. Much appreciated.