Subject: Adding command
Posted by xptek_disabled on Fri, 12 Mar 2004 19:09:33 GMT
View Forum Message <> Reply to Message

Blazer or mac,

Is there any way to add/edit commands in Brenbot like in Br.net? If so, could you please tell us how (If it involves Perl I'm somewhat fluent in it).

Subject: Adding command
Posted by snipesimo on Fri, 12 Mar 2004 20:17:21 GMT
View Forum Message <> Reply to Message

no

Subject: Adding command
Posted by xptek_disabled on Fri, 12 Mar 2004 20:50:02 GMT
View Forum Message <> Reply to Message

Well, thanks for the straightforward answer

Subject: Adding command
Posted by snipesimo on Fri, 12 Mar 2004 21:18:21 GMT
View Forum Message <> Reply to Message

I know for a fact there is no way to do it with just a commands.xml type file, but I am unsure if there is a way to do it in PERL or not. My best guess is no, but I am not positive.

Subject: Adding command
Posted by egg098 on Sat, 13 Mar 2004 01:21:16 GMT
View Forum Message <> Reply to Message

Your best bet is to supplement BRenBot with some IRC scripts for your needs (if you use IRC).

Subject: Adding command
Posted by Blazer on Sat, 13 Mar 2004 01:59:00 GMT
View Forum Message <> Reply to Message

What command do you want/need?
If its really in demand I may add ability to define custom commands.

Subject: Adding command
Posted by xptek_disabled on Sat, 13 Mar 2004 02:32:04 GMT
View Forum Message <> Reply to Message

Well, I'm sure that not many people would need this but I run a CTF server and people are always asking "Leik omg! What do I do with flag? Where is flag? Etc." I want to allow them to type !ctf and have it page them info on how to play.

Also, I'd like to add some other commands like !bite !bat etc.

Quote:If its really in demand I may add ability to define custom commands.

That would be VERY nice

Subject: Adding command
Posted by Blazer on Sat, 13 Mar 2004 12:09:25 GMT
View Forum Message <> Reply to Message

!rules

Subject: Adding command
Posted by xptek_disabled on Sat, 13 Mar 2004 13:08:24 GMT
View Forum Message <> Reply to Message

Meh, I guass that would work. I just went ahead a made a quick IRC bot that automatically types !msg BLA BLA BLA when it hears !ctf.

Subject: Adding command
Posted by Rici1981 on Sat, 13 Mar 2004 23:33:08 GMT
View Forum Message <> Reply to Message

the command !website could be add

Subject: Adding command
Posted by xptek_disabled on Sun, 14 Mar 2004 04:34:03 GMT
View Forum Message <> Reply to Message

I managed to get some other commands added by using Winbot. They just cant have playername etc.

Subject: Adding command
Posted by zunnie on Sun, 14 Mar 2004 05:59:57 GMT
View Forum Message <> Reply to Message

First of all, the !setnextmap, !vote map mapname and !maplist arent working for me somehow..

Commands that need to be added i think:

!amsg <msg>   - Do an admin message

!website/!site/!forum - The website/forum for your server

!shun/!devoice <user> - To mute someone in-game from using BRenBot commands, so it dont respond to ANYTHING he says, this is VERY annoying when people continue to say 'lag' or 'ping'.

!unshun/!voice <user> - To give them back ability to use the commands

And an auto-kick function for players connecting with 'bye' or 'connect' in their name would be nice since its 99% sure they cheat anyway, i always just kick them right as they join.

The !rank function is not working properly, it would be ace if that worked and it would be extremely awesomely ace if it would extract the user's rank from the RenStat html file.

___
And a question too btw:

I have this strange problem since a few weeks when i host a sniper only game. Whenever people say 'refill' or simular a msg "Read the rules Player.. Refilling IS allowed it offset BLABLABLA" i tried change this crap because in snipergames refilling is NEVER allowed loL??? How can i change this, its starting to bug me now :S most people know refilling isnt allowed but some noob dorks really think refilling is allowed :S

[zunnie]

Subject: Adding command
Posted by Rici1981 on Sun, 14 Mar 2004 17:03:13 GMT
View Forum Message <> Reply to Message

also a wordkick would be nice. when anybody say a word on the list then they got kicked

---

Subject: Adding command
Posted by zunnie on Mon, 15 Mar 2004 11:55:36 GMT
View Forum Message <> Reply to Message

Rici1981also a wordkick would be nice. when anybody say a word on the list then they got kicked

no way lol.. fuck censoring.. thats uber-gay.

[zunnie]

Subject: Adding command
Posted by xptek_disabled on Mon, 15 Mar 2004 22:42:35 GMT
View Forum Message <> Reply to Message

Censorship has many uses. On my server I have children playing at times and prefer to not have them see "OMG YOU CARPET MUNCHER FLYING BITCH MONKEY" while playing.

Subject: Adding command
Posted by cmdr1337 on Tue, 16 Mar 2004 07:18:31 GMT
View Forum Message <> Reply to Message

BlazerIf its really in demand I may add ability to define custom commands.Comon people, demand it so everyone can get exactly what they want   ..Probably easier on Blazer to do that then script a bunch of junk commands for you anyway   :rolleyes:

Either way, add everything zunnie said & give us the choice of giving !kickban/!ban to temp mods; one of the n00bs !kickban'd me, the server owner/admin.

Subject: Adding command
Posted by zunnie on Tue, 16 Mar 2004 16:30:27 GMT
View Forum Message <> Reply to Message

CwazyapeCensorship has many uses. On my server I have children playing at times and prefer to not have them see "OMG YOU CARPET MUNCHER FLYING BITCH MONKEY" while playing.

Who cares lol, its just something that belongs to gaming to cuss and shout and swear a little bit. Its only absolutely uber-gay to have a kick for swearing lol.

But this is just my opinion along with probably 1000's of others who play games.

[zunnie]

Subject: Adding command
Posted by xptek_disabled on Wed, 17 Mar 2004 14:04:55 GMT
View Forum Message <> Reply to Message

Well, when you're away and find someone has been spamming yout server with "FUCK FUCK FUCK" or calling the other team "Motherfucking dicklicks!!!!@!@W!" Then it would feel real nice to

---

be able to turn on that filter. I can see what you're saying about it being a game but in my server, many users like to get a little too vocal.

Subject: Adding command
Posted by Alkaline on Thu, 18 Mar 2004 04:13:03 GMT
View Forum Message <> Reply to Message

BlazerWhat command do you want/need?
If its really in demand I may add ability to define custom commands.

SOmething Like Dante's commands.xml would be good.

BUT THE MOST IMPORTANT FEATURE IS Ase/Gsa imaging for wolservers on windows.... must habe it.

Subject: Adding command
Posted by Blazer on Thu, 18 Mar 2004 04:37:29 GMT
View Forum Message <> Reply to Message

imaging? Need more data

Subject: Adding command
Posted by snipesimo on Thu, 18 Mar 2004 20:57:01 GMT
View Forum Message <> Reply to Message

I think he means he wants BRenBot to send the server status info so that it appears in the ASE/GSA server listings.

Subject: Adding Commandz
Posted by zH4ckerx on Thu, 01 Apr 2004 23:24:17 GMT
View Forum Message <> Reply to Message

Blaz or whoever when u configure the brenbot for the commands get ideas from people and add them their. i was thinking like !stats for showing how many killz they had their deathz etc. then what about !insults showing a list of the insults that the person can make. Then maybe doing !mod1 !mod2 to show the admins and masters in the offical game. Some commands like that would be a good addition to it. Try it.

Subject: Adding command
Posted by snipesimo on Thu, 01 Apr 2004 23:59:42 GMT

!insults as a default command is a bad idea.

Subject: Adding command
Posted by Blazer on Fri, 02 Apr 2004 01:56:55 GMT

I will add ability to create your own custom commands. What you do with that ability is up to you.
If I do have a default one, it will just be a sane one for an example.

Subject: Adding command
Posted by xptek_disabled on Fri, 02 Apr 2004 03:04:53 GMT

Can't wait to add my !bite !slap !rape !own !assualt commands

Subject: Adding command
Posted by Chevyman on Sat, 10 Apr 2004 00:52:20 GMT

Is is possible to add
!restart --> to restart the server
!shutdown --> to shutdown the server

that would be great

Subject: Adding command
Posted by Blazer on Sat, 10 Apr 2004 01:51:43 GMT

post it on the Mantis if you want it to happen! :twisted:

Subject: Adding command
Posted by xptek_disabled on Sat, 10 Apr 2004 02:02:48 GMT

I posted there for the custom command thing.. did it happen?

Nooooooo...

Subject: Adding command
Posted by -FM-script on Thu, 15 Apr 2004 13:43:21 GMT
View Forum Message <> Reply to Message

When will it be ready?
or is it already?

Subject: Adding command
Posted by PhrozenUnit on Thu, 15 Apr 2004 21:07:27 GMT
View Forum Message <> Reply to Message

Custom commands would be really nice. I can imagine it now.
PhrozenUnit: !pwn Aprime15
Host: [BR] Aprime15 has displease PhrozenUnit and has been pwned!

Subject: Adding command
Posted by PerfectH on Sun, 02 May 2004 23:49:07 GMT
View Forum Message <> Reply to Message

Blaze, 3 things.

1. When will ladder ranking for BRenBot happen?

2. Whats purpose for BlazeRegulator if I have BRenBot?

3. Why won't the command !msg work in BRenBot when the other commands do work?

Help me please!!!

Subject: Adding command
Posted by Blazer on Mon, 03 May 2004 07:30:49 GMT
View Forum Message <> Reply to Message

PerfectH1. When will ladder ranking for BRenBot happen?
2. Whats purpose for BlazeRegulator if I have BRenBot?
3. Why won't the command !msg work in BRenBot when the other commands do work?

1. I'm not sure. The only reason brenbot has a !ladder command is because when I first coded brenbot, the !ladder command looked up your rank on a custom sniper ladder. BrenBot currently does not have its own ladder so that command is kind of not used for now. I *could* make it display your wol rank, but you can see that right on your screen next to your score

2. None. BRenBot was coded initially for linux, but with the coming out of ActivePerl, I was able to

make it work on Windows as well. BlazeRegulator currently has some features that BRenBot does not, like builtin ladder, xml commands, etc. BRenBot has builtin RenGuard module, but you can also easily run BlazeRegulator and the standalone RenGuard SSC.
3. What happens when you use !msg ? And what other commands do work? If other commands like !kick etc do indeed work, I cannot think of anything that would stop !msg

---

Subject: Adding command
Posted by zunnie on Mon, 03 May 2004 08:28:07 GMT
View Forum Message <> Reply to Message

PerfectHBlaze, 3 things.

1. When will ladder ranking for BRenBot happen?

2. Whats purpose for BlazeRegulator if I have BRenBot?

3. Why won't the command !msg work in BRenBot when the other commands do work?

Help me please!!!

Get your ass on http://zunnie.hellrazer.net/brenbot_tut.htm and rEAd
Like i said be4: if you put exactly and read carefully whats said then its impossible to have problems unless its you

[zunnie]

Subject: Adding command
Posted by -FM-script on Sun, 16 May 2004 21:39:01 GMT
View Forum Message <> Reply to Message

it is possible to add some commands like this
!set password ***** on the server
!mute
!rg renguard on/off ?
some kind of warning system
!warning 1 name nick has a warning from the server admin bla bla
!warning 2 Secon Warning : next time kick
!warning 3 auto kick or ban

some of thosr commands would be fun

Subject: Adding command

Posted by snipesimo on Sun, 16 May 2004 23:58:43 GMT

!set renguard on/off

Subject: Adding command
Posted by -FM-script on Tue, 18 May 2004 21:13:24 GMT

no ingame so a client can see if it on or off