Subject: Re: Show Fds msgs in irc
Posted by danpaul88 on Sun, 29 Mar 2009 21:44:55 GMT

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1) Voting_Allow_Gameover to 0 in brenbot.cfg (to disable it). Next create a plugin with a function for the mapload event (and specify in the XML that you want to recieve the event) which, when called, sets $brconfig::config_voting_allow_gameover to 0, and then triggers a function after a delay ($poe_kernel->delay (functionToCall, int(time())+delayInSeconds);). That function should set $brconfig::config_voting_allow_gameover to 1 to enable gameover votes from that point onwards.

NB: This is not a perfect way of doing it, and will not work well if a game ends before delayInSeconds seconds, as the delayed function will still trigger as normal, and it won't enable gameover votes until the next map after the bot has loaded. However, with some creative thinking you can work around this.

I should also mention that setting brconfig values through plugins is not offically supported through the plugin interface, so there is no guaruntee that variable names will not change in future and break your plugin until it is updated.

2) No, you can't directly attach scripts using BRenBot unless you implement your own custom console commands through scripts.dll.