Subject: Brenbot Code Questions Posted by Gen_Blacky on Thu, 04 Nov 2010 21:11:18 GMT View Forum Message <> Reply to Message

Danpual would this be a bad way to constantly update players credits or could this lag the fds. Call the pinfo timer when bot starts. Then everyone's credits are consistently updated every 30 seconds. Would it be better to get it from ssgm log instead of the console.

```
modules::pinfotimer();
#id,playername,score,team,ping,ip;port,kbps,0,0,0,credits,0
if ( line = /(d+), (.+), d+, (d+), d+, .+; d+, d+, d+, d+, (d+), .+/)
{
 my id = 1;
 my name = 2;
 my team = 3;
 my scredits = $4:
 my ( $result, %player ) = plugin::getPlayerData( $id );
 if ($result == 1)
 {
 # update credits
 playerData::setKeyValue ($id, "credits", $credits);
 }
}
sub pinfotimer
POE::Session->create
 inline_states =>
 ł
  _start => sub
 {
  RenRemCMD( "pinfo" );
  [HEAP] \rightarrow \{next\_alarm\_time\} = int(time()) + 30;
  $_[KERNEL]->alarm( tick => $_[HEAP]->{next_alarm_time} );
 },
 tick => sub
 {
  RenRemCMD( "pinfo" );
  [HEAP] \rightarrow \{next\_alarm\_time\} = int(time()) + 30;
  $_[KERNEL]->alarm( restart => $_[HEAP]->{next_alarm_time} );
 },
```

```
{
RenRemCMD( "pinfo" );
```

restart => sub

```
$_[HEAP]->{next_alarm_time} = int( time() ) + 30;
$_[KERNEL]->alarm( tick => $_[HEAP]->{next_alarm_time} );
},
}
);
}
```

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