
Subject: Re: Brenbot Code Questions

Posted by [Gen_Blacky](#) on Fri, 03 Dec 2010 19:08:51 GMT

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yes i could only have one source but if i ever released the plugin. People could have different server setups and it would still work. That was the whole point off adding multiple renlog lines. Like I use my ssgm plugin to get the serial but i know many people still use adads ssgm plugin. Having serials helps with security and helps identify spoofers even tho they can change their serial in 2 secs. If this serial doesn't match this name they are most likely not the right person.

Gen_Blacky wrote on Thu, 02 December 2010 13:51

What is the appropriate way to use the renlog hook in the .xml file. What i have currently works but is their an easy way when using the hook.

```
<renlog_regex_hooks>
<hook event="serial"
regex="^[Serial\]|^[Join\]|^Serial\shash\s|^(\Game)\s(.+)\sSerial|^(\Game)\s(.+)\sClient|^(\Game)\s(.+)\sClient|^(d+)\s|\s(.+)\s|\s(.+)\s|\s(.+)\s" />
</renlog_regex_hooks>
```

When using multiple renlog lines in 1 event
