Subject: BrenBot Refund Command Posted by Distrbd21 on Fri, 13 Jul 2012 16:51:15 GMT View Forum Message <> Reply to Message

I decided to fix the !refund command on BrenBot, it now will give the player the credits instead of just saying it did.

I also added !defund so you can take a players credits.

EDIT: Also fixed the double was typo ;p

```
Requirements
BrenBot: Of course
ExtraConsoleCommands Plugin: The Commands use GiveCredits and TakeCredits, only
available with the plugin.
```

All I did was edit the pm and xml files to the following.

```
!refund
sub refund
{
my ($kernel, $session, $heap, $args) = @ [KERNEL, SESSION, HEAP, ARG0];
my %args = %{sargs};
if ($args{arg1} && $args{arg2} && ($args{arg2} =~ m/^(-?\d+)$/ ))
{
my ( $result, %player ) = playerData::getPlayerData( $args{'arg1'});
if (\$result == 1)
{
    my $amount = $args{arg2};
plugin::RenRemCMD ( "GiveCredits $player{id} $amount" );
    plugin::RenRemCMD("ppage $player{id} you have been giving $amount credits by
$args{nick}.");
    plugin::ircmsg ( " $player{name} was refunded $amount credits by $args{nick}", A);
}
    else {
    doMsg("Error: $args{arg1} was not found ingame, or is not unique",$args{nicktype}, "A");
    }
    }
    else
    doMsg("Syntax: !refund <player> <amount>",$args{nicktype}, "A");
 }
}
!defund
sub defund
{
```

```
my ($kernel, $session, $heap, $args) = @_[KERNEL, SESSION, HEAP, ARG0];
my %args = %{$args};
if (args{arg1} \&\& args{arg2} \&\& (args{arg2} = ~ m/^(-?\d+)))
{
my ( $result, %player ) = playerData::getPlayerData( $args{'arg1'});
if (\$result == 1)
{
    my $amount = $args{arg2};
plugin::RenRemCMD ( "TakeCredits $player{id} $amount" );
    plugin::RenRemCMD("ppage $player{id} $args{nick} has taken $amount credits from you.");
    plugin::ircmsg ( " $player{name} was defunded $amount credits by $args{nick}", A);
}
    else {
    doMsg("Error: $args{arg1} was not found ingame, or is not unique",$args{nicktype}, "A");
    }
    }
    else
    {
    doMsg("Syntax: !defund <player> <amount>",$args{nicktype}, "A");
 }
}
```

## File Attachments

```
    BRenBot.pm, downloaded 109 times
    BRenBot.xml, downloaded 98 times
```

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