
Subject: BRenBot 1.54.1

Posted by [danpaul88](#) on Sat, 12 Apr 2014 17:40:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

A compiled copy of BRenBot 1.54.1 is attached to this post for use with servers running SSGM 4.0 and newer. On top of the changes already posted for 4.1 (see this topic) this version contains the following changes;

GameSpy update

As you're probably already aware if you follow this topic the GSA master servers will be shut down soon. I was asked to support broadcasting to multiple master servers in the interim whilst servers switch over, which is the main driver for this update.

Rather than implement a quick band-aid fix in the bot I've pulled GSA out of the core codebase and made it a plugin instead, retaining all of the same features you're used to and adding several new ones at the same time.

The new plugin supports broadcasting to as many master servers as you want, simply list each server in `plugins/gamespy.xml` and it will broadcast to each of them.

In addition I rewrote the handling for custom server info such that you can now define your own Key=Value pairs in the config XML rather than being limited to the pre-provided set of Website, IRC, Teamspeak and Ventrillo. Some examples are provided in the default config XML, although they are commented out until you choose to use them.

Note: For those updating an existing installation of BRenBot be sure to fill in the config settings in `plugins/gamespy.xml`. All GSA related settings in `brenbot.cfg` are now redundant and can be deleted after copying the relevant values into the plugin configuration.

Note: New plugins are not loaded automatically by BRenBot, use `!plugins` to see which plugins are loaded and `!plugin_load` or `!plugin_unload` to load and unload plugins respectively.

Bug Fixes

Vehicle purchase IRC message did not respect `teams.cfg` settings
Vote command always counted zero total votes in some cases

Code Improvements

A new `fds` module has been introduced to provide a central place for checking which functionality

is supported on any given server or client based on version checking. Eventually this will be the go-to library for sending any commands to the FDS and will replace most direct usages of RenRemCMD elsewhere in the code.

This module is being written with proper function prototypes and is designed to support transmitting commands over the TCP SSGM channel in a future update.

Bug Reporting

Please report any bugs you might find or submit feature requests on the BRenBot Trello board by commenting on the cards under "BRenBot 1.54.1".

Acknowledgements

Thanks to Ethenal for contributing some bug fixes to the BRenBot SVN.

File Attachments

1) [brenbot_1-54-1.7z](#), downloaded 267 times
