
Subject: BRenBot 1.36 Feature List

Posted by [mac](#) on Thu, 15 Jul 2004 10:13:41 GMT

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Here is a list of changed/added features for brenbot 1.36, out of my head. It may be incomplete, but so much has changed..

Feel free to comment. Not much is going to be added, since I want to release it with Core Patch 1:

Gamelog support

Added Support for gamelog server side mod, which outputs everything that is happening in the game, including position updates etc. This will be available for Win32, and both LFDS versions. I will compile versions of vloktbody's all out war mod with gamelog supported compiled in.

With gamelog enabled, brenbot can do:

- Display Kills in IRC
- Display Building Stats
- Display individual Characterstats
- Display Vehicle Stats
- Auto Recommendations for the following things (so far).
 - * Destroyed 5 heavily armored vehicles
 - * Destroyed 10 lightly armored vehicles
 - * Defending the base (repairing alot of buildings)
 - * Good Tank Support (repairing alot of tanks)
 - * Destroy 2 Buildings
 - * Stealing a tank

Planned:

UT-like recs for various kill-events, like multi-kill, rampage etc.

For each autorec, brenbot will play a special sound jingle recorded by djlaptop, and this will be included in CP1 too. To hear sounds, you will need to have CP1 installed.

Support for bhs.dll/bhs.so

If the server side component of CP1 is installed, brenbot will feature this:

- + RenGuard automatically uses pamsg when warning non-renguard players
- + Automatic pamsg when kicking/kickbanning
- + New IRC Command: !pamsg
- + !page works for GSA when bhs.dll support is enabled
- + New IRC Command: !forcetc (force teamchange), works even when teamchange is off.
- + Diagnostic command, !statsme (typed in F3 chat), that pages the player with various statistics, like vehicles destroyed, buildings destroyed, kills etc (gamelog only)

--

RenGuard fixes

The included RenGuard SSC is now less likley to crash the FDS by flooding it with commands, it has a kick queue now.

More work on RenGuard SSC is pending, but I dont know if it will make it into brenbot 1.36. I definitally want more support for optional renguard enforcement and so on.

Other new features:

- new one-line !gi (instead of old 5line-gameinfo)
- !amsg
- !recignore (allows to ignore rec-commands from specific players)
- !recallow
- !stop (to stop any voting and !teams)
- added support for ingame reply for !rginfo, !version, !uptime
- added !restart (win32 only), !shutdown (win32 only) and !die NOW (to quit brenbot .. brenbot can be restarted with a auto restart script)

Fixes

Probably much more fixed, but this is out of my head

- gameresults fixed (one more patch by Blazer pending)
- fixed mapvoting (fuxxing up maprotation)
- cant kick mods no longer
- various crash fixes
- more stability, in general
- fixed ingame !set exploit, !msg exploit
- can turn module renguard on/off instantly, and no brenbot restart needed
- much more, I think.. check out mantis, I resolved a few bugs there.

Planned Features

Since of CP1, the LFDS supports IPs I plan to add IP banning to brenbot. But I dont know if it will make it into brenbot 1.36.

Comments?

Subject: BRenBot 1.36 Feature List
Posted by [Kholdstare](#) on Thu, 15 Jul 2004 10:20:33 GMT
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Nice work.

Subject: BRenBot 1.36 Feature List

Posted by [\[HLOW\]Tomten](#) on Thu, 15 Jul 2004 10:53:37 GMT

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Takes a number and get in line, ready to download

Subject: BRenBot 1.36 Feature List

Posted by [reniade](#) on Thu, 15 Jul 2004 13:05:16 GMT

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when does core patch 1 come out aproximity? So I know when I can check brenbot.com again

Subject: BRenBot 1.36 Feature List

Posted by [Nightma12](#) on Thu, 15 Jul 2004 14:55:33 GMT

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did you not say you would add ability to disable to IRC bot?

Subject: BRenBot 1.36 Feature List

Posted by [mac](#) on Thu, 15 Jul 2004 15:02:54 GMT

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Uhh, yeah.. I still have todo that.. ok

Subject: BRenBot 1.36 Feature List

Posted by [snipesimo](#) on Thu, 15 Jul 2004 15:51:32 GMT

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Off the top of my head:

- *Disable the ability of in-game mods to be kicked from IRC
- *Disable in-game usage of IRC-only commands
- *Disable rank response completely so server owners can use their own rank bots.
- *Ability to ban players not in-game
- *Fix adding temp-mod bug
- *Use banlog.brf or remove it
- *Fix RenGuard user authorization (Password field in RenGuard)
- *Fix rec system if not already done
- *Fix voting system if not already done
- *Disable ability to votekick mods/owners
- *Fix rec messages (Player joins on Nod and gets a prepare to be schooled, Nod message)
- *MAJOR: Fix the once-every-5-min Win32 crashing
- *MAJOR: BRenBot still has to see the user get op/hop/voice for it to accept commands from you.

Big problem in relation to the crash bug.

*Remove in-game only commands from IRC !help response

Subject: BRenBot 1.36 Feature List

Posted by [Whitedragon](#) on Fri, 16 Jul 2004 01:24:03 GMT

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BRenBot doesnt see people with the ~ and & prefixes(owner and sop) as ops. It also doesnt see someone as an op if they get both +ao or +qo in the same mode line. Both of those need to be fixed.

Subject: Re: BRenBot 1.36 Feature List

Posted by [Alkaline](#) on Wed, 28 Jul 2004 20:34:05 GMT

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mac

Planned Features

Since of CP1, the LFDS supports IPs I plan to add IP banning to brenbot. But I dont know if it will make it into brenbot 1.36.

Comments?

Damn this feature = more important than any other feature man...

ohh ya, what about the partial renguard enforment thing?

Finnally, make sure you take into account gamespy with [] chars in thier names as their votes are counted again & again.

LAST, but irc support, make it so that the bot doesn't display more than 3 lines every 10 seconds.... it gets kicked for spamming on !pi and stuff... if you can... I know you said something about a perl module or something not really sure, but not every irc server is running unrealircd..:/

Subject: BRenBot 1.36 Feature List

Posted by [WNxGoztow](#) on Fri, 30 Jul 2004 10:50:09 GMT

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Just an idea: don't give server the choice of running with or without renguard, put renguard as standard in brenbot...

Subject: BRenBot 1.36 Feature List

Posted by [Hex](#) on Fri, 30 Jul 2004 18:43:39 GMT

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WNxGoztow Just an idea: don't give server the choice of running with or without renguard, put renguard as standard in brenbot...

Renguard is part of BRenBot as standard but you can turn it off, Giving people no choice on if they want to run renguard will just stop server owners using BRenBot and switch to others lilke BR.net ect

Subject: BRenBot 1.36 Feature List
Posted by [Majiin Vegeta](#) on Sat, 31 Jul 2004 09:51:51 GMT
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will the server SFPS take a hit with this version?
i remember the beta one that displayed kills hurt the SFPS badly >_<

also ive noticed at time on some servers the bots are laging with all the chat it has to display whats gonna happen adding all these new things??

btw nice work.. some features sound great

Subject: BRenBot 1.36 Feature List
Posted by [zunnie](#) on Sat, 31 Jul 2004 12:46:20 GMT
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Looks very promising

Would it be possible to have somesort of user-level access to commands.

For example:

The people who join the Fanmaps IRC they are (where they have a voice) allowed to use

- !gi
- !pl
- !page
- !msg

but none of the other commands. I always have to tell everyone they are NOT allowed to use the mod-commands like !atm, !kick, !qkick, !kickban etc because they are not 'official' moderators. But sometimes they do it when im not around and then i get kids on the forum posting they were banned for nothing :S

It would own if this was done in an update

Or even better:

Give the server owner the ability to modify a config file so that he himself can configure what

commands are allowed to be used by certain levels (v,h,o)
[/edit]

[zunnie]

Subject: BRenBot 1.36 Feature List
Posted by [HolyD3vil](#) on Thu, 05 Aug 2004 05:06:58 GMT
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Great idea zunnie and be glad to run this on my server.

Subject: BRenBot 1.36 Feature List
Posted by [ripper141](#) on Fri, 06 Aug 2004 19:45:29 GMT
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1 question....when is brenbot 1.36 ready 2 download? or core patch 1?

Subject: BRenBot 1.36 Feature List
Posted by [mac](#) on Mon, 09 Aug 2004 23:25:40 GMT
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Kinda off topic.

I added a new feature today.. reserved slots .. only available in gamespy arcade and linux only. I kinda got annoyed after waiting 10 mins to join my own servers.. heh.

I have been kinda inactive in the last few weeks, and slowly coming back to renegade. Lots of stuff todo for this release, and I don't even know when it will be done, and if I can even do all these feature requests. Blazer has been not involved yet

SFPS is not affected - this is not using netcode analysis for anything.. it's just reading a logfile generated from the gamelog server side mod.

You will need a fast irc server for the complete output - one of my beta servers had to move to n00bstories because quakenet was too laggy. But it seems to work fine.

Subject: BRenBot 1.36 Feature List
Posted by [TbouncerT](#) on Tue, 10 Aug 2004 05:31:10 GMT
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what about ping watcher and idle watcher?

Subject: BRenBot 1.36 Feature List
Posted by [mac](#) on Wed, 11 Aug 2004 23:06:24 GMT
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Added automatic ip-ban. When using !ban or !kb, it records its name, ip, and serial hash (renguard only) and bans on all of them.

Subject: BRenBot 1.36 Feature List
Posted by [Alkaline](#) on Thu, 12 Aug 2004 18:04:40 GMT
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hey man, add mac address banning, can you parse the udp packet to get the mac address?

That would be kewl...

Subject: BRenBot 1.36 Feature List
Posted by [TbouncerT](#) on Thu, 12 Aug 2004 22:47:14 GMT
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what about making the GDI color in irc a little darker? to make it easier on the eyes?

Subject: BRenBot 1.36 Feature List
Posted by [mac](#) on Thu, 12 Aug 2004 22:52:04 GMT
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As Blazer said before, brenbot mimics the FDS colors. Set your background to black or blue, and it'll be alright.

Subject: BRenBot 1.36 Feature List
Posted by [WNxPunk](#) on Fri, 13 Aug 2004 11:08:18 GMT
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What about:

!map - show current map

!gi - add with the players how many need to go until that side is full.

Example:

Quote:

GDI : 12/28 players 4627 points (2 More Until Full)
NOD : 12/28 players 4410 points (2 More Until Full)

Subject: BRenBot 1.36 Feature List
Posted by [WNxTilly](#) on Fri, 13 Aug 2004 15:00:01 GMT
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I think Zunnie has the best idea.
You could allocate people levels of access and then from thoses access levels you can add a list of what commands you are allowed to use.

Please add this feature and please wake up Blazer and get him back in the programming

Tilly

Subject: BRenBot 1.36 Feature List
Posted by [WNxPunk](#) on Tue, 17 Aug 2004 08:02:48 GMT
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I got this idea as these idiots where adding stupid join msgs:

!remjmsg - Removes player join msg.

Subject: BRenBot 1.36 Feature List
Posted by [TbouncerT](#) on Wed, 18 Aug 2004 23:11:58 GMT
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whats about the !rank command?

Subject: BRenBot 1.36 Feature List
Posted by [Dethdeath](#) on Thu, 19 Aug 2004 03:43:42 GMT
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TbouncerTwhats about the !rank command?not needed I'd say

Subject: BRenBot 1.36 Feature List
Posted by [TbouncerT](#) on Thu, 19 Aug 2004 16:56:19 GMT
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i was just saying, because it is the brenbot.cfg file.....so why have it there if it isnt bening used, Dethdeath?

Subject: BRenBot 1.36 Feature List

Posted by [Dethdeath](#) on Fri, 20 Aug 2004 04:55:01 GMT

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TbouncerTi was just saying, because it is the brenbot.cfg file.....so why have it there if it isnt bening used, Dethdeath?

Well first of all this: brenbot.cfg# LadderLookup currently not working. Do not turn it on or it will hang the bot.

EnableLadderLookup = 0

And second, If you really feel the need to, you can see your rank when you logon to WOL. n00bs spamming the !rank command on your server just to see their precious rank could become quite annoying, as rank doesn't mean shit anyways.

Even if they would fix the !rank command, I still wouldn't use it on my server, it's just as pointless as a !ping command...

Subject: BRenBot 1.36 Feature List

Posted by [afrog2](#) on Sat, 21 Aug 2004 17:20:13 GMT

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humm could u possibly make the RenAlert bot the same version cuz like, i get pissed off when i own a few people on the fanmaps server and not getting the recs lol

Subject: BRenBot 1.36 Feature List

Posted by [Serenity](#) on Wed, 08 Sep 2004 19:10:53 GMT

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any update on the release yet? thanks

Subject: BRenBot 1.36 Feature List

Posted by [\[HLOW\]Tomten](#) on Thu, 09 Sep 2004 08:02:44 GMT

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Serenityany update on the release yet? thanks

Thread started Thu Jul 15, 2004 11:13 am

well...few more days and it will be 8 weeks old news.

Now we just need to wait till next guy that post write "It will be out when its done" DOH?!

:rolleyes:

Subject: BRenBot 1.36 Feature List

Posted by [mac](#) on Thu, 09 Sep 2004 20:33:50 GMT

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I'm burned out with renegade. Cant get myself to work on it. Too much work. RenGuard is on the backburner, so is brenbot, until I can find some motivation to work on it. People taking everything as granted certainly does not help..

Few bugs to fix, and some stuff to add, as far as I can remember.

Subject: BRenBot 1.36 Feature List

Posted by [zunnie](#) on Sun, 12 Sep 2004 20:29:40 GMT

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Few bugs to fix, and some stuff to add, as far as I can remember.

Sorry :(

I hope you know that we all or at least most of the Renegade players and certainly the server owners VERY HIGHLY appreciate your efforts

You guys doing a very nice job! Having BRenBot, RenGuard and the CP1 soon will hook up alot of players again

Thanks

[zunnie]

Subject: BRenBot 1.36 Feature List

Posted by [Phil162](#) on Sat, 18 Sep 2004 16:48:32 GMT

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macl'm burned out with renegade. Cant get myself to work on it. Too much work. RenGuard is on the backburner, so is brenbot, until I can find some motivation to work on it. People taking everything as granted certainly does not help..

Few bugs to fix, and some stuff to add, as far as I can remember.

Well thank you for the work you do mac. When the new version comes out i will try to convince my admins to use it. (the IP ban feature will probably swing it)

Subject: BRenBot 1.36 Feature List
Posted by [snipesimo](#) on Sat, 18 Sep 2004 22:06:38 GMT
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[19:13] [@Fnsrv1]: [Page] drdeth777: !n00b rysin 0wnt!
[19:13] [@Fnsrv1]: Host: [BR] rysin has been marked a n00b by [Page] drdeth777: 0wnt!
[19:13] [@Fnsrv1]: Host: [BR] rysin has been marked a n00b by [Page] drdeth777: 0wnt!

Might wanna fix that one lol

Subject: BRenBot 1.36 Feature List
Posted by [gibberish](#) on Sun, 19 Sep 2004 04:41:24 GMT
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Alkalinehey man, add mac address banning, can you parse the udp packet to get the mac address?

That would be kewl...

Since MAC address do not cross routers or gateways,
You won't have the MAC address for anyone not on your LAN.

If you try to get it, you will find that everyone on the internet appears to have the same MAC address.

If you dig a bit further you will find that the MAC matches one of the MAC's on your router.

Gib

PS If you have a problem with people on your LAN a baseball bat may be an easier fix

Subject: BRenBot 1.36 Feature List
Posted by [visorneon](#) on Tue, 05 Oct 2004 15:09:28 GMT
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Yeah i was going to say about the bug that snipesimo said, and of course where you can !rec yourself too, would it be possible to add another configuration file for what the statuses in IRC relate to whether they are a moderator, admin, half moderator etc?
thanks and good work

Subject: BRenBot 1.36 Feature List
Posted by [ripper141](#) on Sat, 09 Oct 2004 09:25:14 GMT
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How long will it need to release a public version of brenbot 1.36???
I saw some servers still have it...

Subject: i heard brenbot 1.36 is released
Posted by [Dr_Mobius](#) on Sun, 10 Oct 2004 12:11:04 GMT
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hi i heard today that brenbot 1.36 is released ! is that true ?

Greetinz

Dr_mobius

Subject: BRenBot 1.36 Feature List
Posted by [ripper141](#) on Sun, 10 Oct 2004 12:25:28 GMT
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nope isnt true i think cause on <http://www.brenbot.com/> is still 1.35 2 download

Subject: BRenBot 1.36 Feature List
Posted by [Alkaline](#) on Tue, 12 Oct 2004 20:02:19 GMT
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gibberish Since MAC address do not cross routers or gateways,
You won't have the MAC address for anyone not on your LAN.

If you try to get it, you will find that everyone on the internet appears to have the same MAC address.

If you dig a bit further you will find that the MAC matches one of the MAC's on your router.

Not true, you can get mac addresses of any destination using NetBios protocol which 90% of the is installed on many windows machines. I have used it plenty of times to compare ip addresses, works great. But ya, the client needs to have netbios protocol installed otherwise it won't work.

Subject: BRenBot 1.36 Feature List
Posted by [mac](#) on Wed, 13 Oct 2004 02:29:14 GMT
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Good news. It's done.

I fixed RenGuard's authentication though renguard.

I am preparing to go into public beta testing, together with the public beta test of Server Side Core Patch 1.
