
Subject: Perl Bot Making Question

Posted by [sum12nuke](#) on Wed, 27 Jun 2007 06:56:46 GMT

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I am going to start a Perl IRC bot. While coming up with ideas of what I want it to do, I was thinking of trying to get it to connect on XWIS and enter my ren server, for fun.

I want to use raw sockets for my Perl bot. However, it seems a little more complicated than connecting to the right ip and port through the proper transfer protocol. My question:

Could someone enlighten me how the process would work with connecting on to XWIS, handling XWIS login..then connecting the correct ren server?

I will be grateful for any enlightenment, feel free to post on here, or if you can talk to me on IRC, irc.gamerz0ne.com #nukeboys..or post where you are at on IRC..and I can come by sometime.

Thanks,

Zak

Subject: Re: Perl Bot Making Question

Posted by [Cat998](#) on Wed, 27 Jun 2007 07:18:46 GMT

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Please not another stupid logreading bot :/
Code a .so library in C++ instead, and let the FDS load it

Olaf doesn't want any bots on XWIS.
And if you are using the WFDS, it would kick you out of the channel anyway (automatically).

Subject: Re: Perl Bot Making Question

Posted by [sum12nuke](#) on Wed, 27 Jun 2007 12:39:51 GMT

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Well actually I would of liked to make a Perl module that did this and I could load it on my IRC bot. Maybe that is out of the question, oh well it was just for fun.

Log bot hah, going to do hell of a lot more than handle logs.

Subject: Re: Perl Bot Making Question

Posted by [ST3ALTH](#) on Wed, 27 Jun 2007 14:34:33 GMT

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"Olaf doesn't want any bots on XWIS"

As in AI Bots or S-S Bots?

Subject: Re: Perl Bot Making Question

Posted by [sum12nuke](#) on Thu, 28 Jun 2007 04:00:51 GMT

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Hmmm, what port does the Renegade Master Server run on?

Subject: Re: Perl Bot Making Question

Posted by [Cat998](#) on Thu, 28 Jun 2007 09:32:18 GMT

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sum12nuke wrote on Thu, 28 June 2007 06:00Hmmm, what port does the Renegade Master Server run on?

You normally set the ports in server.ini, the default gameport is 4848.
