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Subject: BRenBot 1.52 released!

Posted by [danpaul88](#) on Mon, 10 Sep 2007 00:58:56 GMT

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Well, it's been hovering on the verge of completion for a long time now, and it's finally here. BRenBot 1.52 includes a lot of bug fixes and changes, and also comes with a new automatic update client which can download and install future updates to BRenBot and any compatible plugins you have installed.

Downloads are available from <http://new.brenbot.com/>, which will also soon have plugins available for download. Please note that if you are already running BRenBot you can simply download the BrLoader client at the bottom of the downloads page, which will offer to update BRenBot to 1.52 when you run it. However it is recommended that you use the full installers if you wish to install any of the extras that are included in the installers as well (such as BIATCH, SSGM, BRenBot.dll, updated plugins etc)

Hopefully this release should go smoothly, as I have spent the last few hours testing the installer, but you never really know, so as always I strongly recommend you create a manual backup of your files before installing the update.

If you experience problems running 1.52 I suggest disabling any plugins other than those included with the 1.52 installer, and trying again, as older plugins may cause problems or even crash under 1.52 due to some necessary changes in the plugin interface. Updated versions of all my plugins will be available on the BRenBot website shortly. Also note that BrLoader CANNOT update older plugins as they do not register themselves in the BRenBot database.

Official changelog for 1.52 (Since 1.50.2)

Quote:1.52.1 ( 10 Sep 07 )

- Major restructuring of player and game data within the bot
- IRC messages are no longer prefixed with [BR] (unless prefixIRCMessages is set to 1)
- End of game recommendations now correctly show map name instead of just 'last round'
- All references to 'BlazeRegulator' have been replaced with 'BRenBot'
- Added \$args{id} and \$args{side} parameters to playerjoin event in plugin interface
- Modules now appear in orange when in an error state
- Support for SSGM 2.0 added
- Default file extensions are now .cfg and .log, which are more standard extensions
- New config option, Moderators\_Show\_Join\_Message, which controls if the join message for moderators is shown ( XYZ is a full moderator etc )
- Replaced POE IRC code with custom IRC code
- Added option for second IRC channel
- New commands.xml tag 'hideInHelp', which prevents the command from being shown in !help
- Gamelog\_\* settings can now be set to 0, 1 or 2. 1 Shows in admin channel only, 2 in both channels
- New config file mapsettings.xml, allows you to setup custom minelimits, vehicle limits

- and rules for any map.
- New module map\_settings controls whether custom map settings are used.
  - Removed module minelimit
  - Renamed module usermessages to join\_messages
  - Added MD5 encryption to auth passwords
  - Bugfix to plugin interface to allow plugins with only one gamelog or renlog hook to load properly
  - Added new paging system which supports using CMSGP in place of ppage if both server and client have an updated bhs.dll. Controlled using the new Enable\_CMSG\_Paging option
  - Added !vehiclelimit command to show / set vehicle limit
  - Added !recommendations (!recs) command to page a player their current recs and n00bs
  - Updated !minelimit to be able to also set the minelimit when used by a moderator
  - Added support for IRC Oper auth
  - Fixed bug in plugin interface for plugins with no commands
  - Kicked players are now automatically kicked if they rejoin again within 24 hours. This means !kick and !kick are no longer the same thing for GSA / Direct Connect users
  - Fixed bug where gameresults plugin event was not triggered properly
  - Modified !teampayers and !shown00bs so they can only be used once every 2 minutes
  - Fix to prevent the bot hanging when a player has more recs than there are entries in recs.txt
  - Added plugin::pagePlayer( \$player, \$sender, \$message ) to the plugin interface
  - Added plugin::RenRemCMDtimed ( \$command, \$delay ) to the plugin interface
  - Adjustment to socket handling to improve memory usage
  - Updated ban system to use one central table instead of three separate ones
  - Added !banip command to ban an ip or ip range. Range format is 123.123.123
  - Modified !ban command to allow banning usernames which are not ingame

NB: I will not be online again for a few hours after posting this as it's 2am here, so don't start getting annoyed if I don't reply instantly! I do need to sleep sometime you know I will respond to any problems or queries as soon as I can

I will try to get a Linux version out as soon as possible...

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Subject: Re: BRenBot 1.52 released!  
Posted by [Matix101](#) on Mon, 10 Sep 2007 01:10:16 GMT  
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Finally, lol.

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Subject: Re: BRenBot 1.52 released!  
Posted by [Genesis2001](#) on Mon, 10 Sep 2007 05:06:25 GMT  
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:V Can't wait to test the next version.

EDIT: Make sure you download [BR]Config

Clicky (I forgot to ask dan to include this :V)

-MathK1LL

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Subject: Re: BRenBot 1.52 released!

Posted by [danpaul88](#) on Mon, 10 Sep 2007 08:53:34 GMT

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Ah yes, I knew I would have missed something from the installer

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Subject: Re: BRenBot 1.52 released!

Posted by [danpaul88](#) on Mon, 10 Sep 2007 11:39:09 GMT

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Update

All of my plugins have now been uploaded to <http://new.brenbot.com> and those on that site \*should\* work 100% with BRenBot 1.52, and can be automatically updated by BrLoader in future.

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Subject: Re: BRenBot 1.52 released!

Posted by [Lone0001](#) on Mon, 10 Sep 2007 16:07:05 GMT

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I have been waiting for this for a while Good Job to all that worked on it Can't wait to use it

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Subject: Re: BRenBot 1.52 released!

Posted by [danpaul88](#) on Mon, 10 Sep 2007 20:38:02 GMT

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UPDATE:

Anyone who has downloaded the installers before this post should run brloader to update to the correct version, apparently the installers still have the final beta version instead of 1.52 final in their folder... this is what happens when you do things at 2am in the morning!

Also the installer links may be down for a few minutes while I upload the correct versions xD

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Subject: Re: BRenBot 1.52 released!  
Posted by [silentevil](#) on Wed, 12 Sep 2007 19:30:40 GMT  
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hey

and who is a linux version ?

greatz miklo

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Subject: Re: BRenBot 1.52 released!  
Posted by [pe21789](#) on Thu, 13 Sep 2007 10:42:02 GMT  
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Miklo wrote on Wed, 12 September 2007 21:30hey

and who is a linux version ?

greatz miklo

It calls "where" not who.

danpaul88l will try to get a Linux version out as soon as possible...

btw. the Brenbot runs really great =)

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Subject: Re: BRenBot 1.52 released!  
Posted by [Creed3020](#) on Fri, 14 Sep 2007 21:04:57 GMT  
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Thanks to everyone who worked on this, and most importantly thank you to Dan!

I am going to give this a whirl shortly.

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Subject: Re: BRenBot 1.52 released!  
Posted by [neofmat](#) on Sat, 20 Oct 2007 01:11:38 GMT  
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Can someone please post all the options available via mapsettings.xml ?

Is there a tag for changing starting credits ?

Thank you.

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Subject: Re: BRenBot 1.52 released!

Posted by [Goztow](#) on Sat, 20 Oct 2007 08:52:05 GMT

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Starting credits is a general setting in the serevr config ini file in your data folder.

```
<time></time>
<mines></mines>
<vehicles></vehicles>
<donatelimit></donatelimit>
<rules></rules>
```

These are the mapsettings options.

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Subject: Re: BRenBot 1.52 released!

Posted by [Carrierll](#) on Sat, 20 Oct 2007 14:04:07 GMT

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I think he wants to change the starting credits on a per-map basis, which isn't too bad an idea. AFAIK, that isn't possible, would be a cool feature - \*Smiles sweetly at Danpaul...\*

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Subject: Re: BRenBot 1.52 released!

Posted by [danpaul88](#) on Sat, 20 Oct 2007 14:32:10 GMT

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No console command for changing starting credits, so it's not possible. Sorry.

EDIT: Technically you *could* use the give\_credits function in brenbot.dll, but that could only give more than the default credits on some maps, not less. Maybe in br 2.00...

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Subject: Re: BRenBot 1.52 released!

Posted by [trooprm02](#) on Sat, 20 Oct 2007 15:34:56 GMT

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danpaul88 wrote on Sat, 20 October 2007 09:32No console command for changing starting credits, so it's not possible. Sorry.

EDIT: Technically you *could* use the give\_credits function in brenbot.dll, but that could only give more than the default credits on some maps, not less. Maybe in br 2.00...

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Couldn't you just !give money -200? That worked ingame and it would take 200 for that player.

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Subject: Re: BRenBot 1.52 released!  
Posted by [Caveman](#) on Sat, 20 Oct 2007 18:32:05 GMT  
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I have a mIRC script that does this. It changes the starting credits, minelimit and time for whatever map you choose. I'll see if I can find it.

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Subject: Re: BRenBot 1.52 released!  
Posted by [CarrierII](#) on Sat, 20 Oct 2007 19:12:50 GMT  
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Or even set the default to 0 and then add to it on a per-map basis.

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Subject: Re: BRenBot 1.52 released!  
Posted by [Genesis2001](#) on Sat, 20 Oct 2007 23:56:24 GMT  
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CarrierII wrote on Sat, 20 October 2007 13:12Or even set the default to 0 and then add to it on a per-map basis.

I think that's what Caveman's mIRC script functions from what I gathered from his post.

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Subject: Re: BRenBot 1.52 released!  
Posted by [neofmat](#) on Sun, 21 Oct 2007 21:39:13 GMT  
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mm i like it to be in mapsettings.xml just so its more organized but ty everyone for the response.

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Subject: Re: BRenBot 1.52 released!  
Posted by [Caveman](#) on Sun, 21 Oct 2007 23:03:59 GMT  
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Ok I found the script I was talking about but it wont work without another script that I cannot give out due to I don't have permission. If you're still interested in the script let me know but you'd have to code the other half your self. Sorry.

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Subject: Re: BRenBot 1.52 released!  
Posted by [neofmat](#) on Mon, 22 Oct 2007 16:51:52 GMT  
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plz do.

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Subject: Re: BRenBot 1.52 released!  
Posted by [silentevil](#) on Wed, 07 Nov 2007 21:31:01 GMT  
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and the linux version ? ? ?

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Subject: Re: BRenBot 1.52 released!  
Posted by [danpaul88](#) on Wed, 07 Nov 2007 21:33:01 GMT  
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I tried to compile a Linux version a while back but Linux kept throwing shitloads of errors at me and I got fed up of trying to install modules and it crashing and/or throwing a fit...

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Subject: Re: BRenBot 1.52 released!  
Posted by [Matix101](#) on Thu, 08 Nov 2007 00:22:41 GMT  
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Why even move onto to the Linux version if your Windows install version is fucked up?

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Subject: Re: BRenBot 1.52 released!  
Posted by [Caveman](#) on Thu, 08 Nov 2007 05:11:05 GMT  
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Matix101 wrote on Thu, 08 November 2007 00:22Why even move onto to the Linux version if your Windows install version is fucked up?

Care to elaborate? Its not helpful to say something is fucked up and not give examples.

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Subject: Re: BRenBot 1.52 released!  
Posted by [Matix101](#) on Thu, 08 Nov 2007 12:14:06 GMT  
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A fresh install with the new installer, always seems to be misconfigured. Giving off problems, i'll post an example later.

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