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Subject: Brenbot Questions

Posted by [Gen\\_Blacky](#) on Fri, 27 Mar 2009 21:40:18 GMT

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Instead of using a irc hook in scripts.dll or a plugin could i just make a plugin for brenbot to display msg that are shown in the fds.

so like whould i do smothing like

```
if ( $line =~ "some text in the fds" )
{
    brIRC::ircmsg( "$line", "A" );
}
```

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Subject: Re: Show Fds msgs in irc

Posted by [danpaul88](#) on Fri, 27 Mar 2009 22:01:10 GMT

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You mean to show every line of text from the FDS console? The bot would be zlined for spamming pretty quickly if it did that.... but yes, it's easy enough to do, just use the renlog hooks and set the regex to match any string.

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Subject: Re: Show Fds msgs in irc

Posted by [Gen\\_Blacky](#) on Sun, 29 Mar 2009 19:44:50 GMT

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Yea that worked.

Another Question i want enable !vote gameover after xx amount of time how would i do this ?

Question #2 can you attach ren scripts with brenbot im guessing you cant use renrem because there is no hook to grabe console input or is there.

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Subject: Re: Show Fds msgs in irc

Posted by [danpaul88](#) on Sun, 29 Mar 2009 21:44:55 GMT

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1) Voting\_Allow\_Gameover to 0 in brenbot.cfg (to disable it). Next create a plugin with a function for the mapload event (and specify in the XML that you want to recieve the event) which, when called, sets \$brconfig::config\_voting\_allow\_gameover to 0, and then triggers a function after a delay ( \$poe\_kernel->delay ( functionToCall, int(time())+delayInSeconds ); ). That function should set \$brconfig::config\_voting\_allow\_gameover to 1 to enable gameover votes from that point onwards.

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NB: This is not a perfect way of doing it, and will not work well if a game ends before delayInSeconds seconds, as the delayed function will still trigger as normal, and it won't enable gameover votes until the next map after the bot has loaded. However, with some creative thinking you can work around this.

I should also mention that setting brconfig values through plugins is not officially supported through the plugin interface, so there is no guarantee that variable names will not change in future and break your plugin until it is updated.

2) No, you can't directly attach scripts using BRenBot unless you implement your own custom console commands through scripts.dll.

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Subject: Re: Show Fds msgs in irc  
Posted by [Gen\\_Blacky](#) on Mon, 30 Mar 2009 04:54:27 GMT  
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I looked through the ssgm source and couldn't find any of the new console commands . I want to add new console commands in a plugin. Could you show me an example ?

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Subject: Re: Show Fds msgs in irc  
Posted by [danpaul88](#) on Mon, 30 Mar 2009 06:53:21 GMT  
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I don't know how to add console commands via scripts.dll, but there are lots of topics in the mod forums which discuss it, so have a look around, I am sure you will find something.

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Subject: Re: Show Fds msgs in irc  
Posted by [Genesis2001](#) on Sat, 04 Apr 2009 17:09:16 GMT  
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danpaul88 wrote on Sun, 29 March 2009 23:53I don't know how to add console commands via scripts.dll, but there are lots of topics in the mod forums which discuss it, so have a look around, I am sure you will find something.

Minor bump, but meh. I haven't visited these forums in about a week-ish.

Anyway,

AFAIK, the console command assembly is closed source. I may bring my old plugin back to life and see if I can release it (source would be excluded due to the console commands in it -- or I may just exclude the console commands from the source... if released that is; compiled binary would include the console commands, but source wouldn't.) Ideas, ideas... I'll talk to the server

owner I made my plugin for and see if I can release the plugin.

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Subject: Re: Show Fds msgs in irc  
Posted by [Gen\\_Blacky](#) on Wed, 08 Apr 2009 04:37:33 GMT  
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I did learn how to make console commands but what is this plugin you are talking about.

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Subject: Re: Show Fds msgs in irc  
Posted by [Gen\\_Blacky](#) on Fri, 24 Apr 2009 23:37:23 GMT  
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Bump

Another Question

would it be possible to show the spectate console command in brenbot.dll not the console command itself but the spectate script

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