
Subject: !spectate <player> and BRenBot.
Posted by [HanGul815](#) on Wed, 13 May 2009 07:19:13 GMT
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Hi guys. This is my first topic here.

I installed BrenBot 1.5.2 yesterday but didn't find !spectate command.

Does BRenBot have it? If not, how can I use it?

I really wanna use !spectate.

Subject: Re: !spectate <player> and BRenBot.
Posted by [danpaul88](#) on Wed, 13 May 2009 16:35:52 GMT
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Funnily enough someone asked me the same thing a few days ago. I wasn't aware there WAS a spectate command, but based on the console command info he gave me I made this for him;

<EDIT: Attachment removed, !spectate command should be in brenbot.dll and it's associated plugin>

Subject: Re: !spectate <player> and BRenBot.
Posted by [Pyr0man1c](#) on Wed, 13 May 2009 20:51:00 GMT
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danpaul88 wrote on Wed, 13 May 2009 11:35 Funnily enough someone asked me the same thing a few days ago. I wasn't aware there WAS a spectate command, but based on the console command info he gave me I made this for him;
You weren't? Just wondering how did it get there then?

Subject: Re: !spectate <player> and BRenBot.
Posted by [raven](#) on Wed, 13 May 2009 21:18:18 GMT
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I thought brenbot.dll added the spectate functionality

Subject: Re: !spectate <player> and BRenBot.

Posted by [danpaul88](#) on Wed, 13 May 2009 22:26:50 GMT

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Perhaps it did, I didn't write BRenBot.dll, I just requested a lot of the stuff that went into it. Anyway, if it's in BRenBot.dll then I would assume the plugin that comes with the dll would have support for that command?

Subject: Re: !spectate <player> and BRenBot.

Posted by [HanGul815](#) on Thu, 14 May 2009 01:35:27 GMT

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thx for helping.

Subject: Re: !spectate <player> and BRenBot.

Posted by [Genesis2001](#) on Thu, 14 May 2009 03:02:27 GMT

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danpaul88 wrote on Wed, 13 May 2009 15:26 Perhaps it did, I didn't write BRenBot.dll, I just requested a lot of the stuff that went into it. Anyway, if it's in BRenBot.dll then I would assume the plugin that comes with the dll would have support for that command?

Aye it does.

Subject: Re: !spectate <player> and BRenBot.

Posted by [danpaul88](#) on Thu, 14 May 2009 06:56:34 GMT

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So why are people asking for a seperate plugin to do what that plugin already does?

Subject: Re: !spectate <player> and BRenBot.

Posted by [raven](#) on Thu, 14 May 2009 07:50:52 GMT

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I just double checked and it's there.. I have no idea why xD

Subject: Re: !spectate <player> and BRenBot.

Posted by [HanGul815](#) on Thu, 14 May 2009 13:49:44 GMT

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hmmmmm

I tried to use !spectate <player> in irc and.....

any ideas :s

Subject: Re: !spectate <player> and BRenBot.
Posted by [danpaul88](#) on Thu, 14 May 2009 15:19:52 GMT
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Looks like the spectate command in the BRenBot plugin is using the wrong console syntax...

The one I gave you uses r_spec, which I assume is the one from BRenBot.dll

Subject: Re: !spectate <player> and BRenBot.
Posted by [raven](#) on Thu, 14 May 2009 16:43:35 GMT
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danpaul88 wrote on Thu, 14 May 2009 10:19 Looks like the spectate command in the BRenBot plugin is using the wrong console syntax...

The one I gave you uses r_spec, which I assume is the one from BRenBot.dll

erm, danpaul, do you mind if I ask who asked you for this plugin to be written? Any console command prefixed by r_ are the ones I wrote for my private .dll for Jelly.. it concerns me that someone else has them :\

BR.dll uses the command 'spectate'

Subject: Re: !spectate <player> and BRenBot.
Posted by [danpaul88](#) on Thu, 14 May 2009 17:10:11 GMT
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Maybe Resurrection uses r_ too? I know he has that on his server. Feel free to contact me via MSN / Xfire / whatever if you wish.

Subject: Re: !spectate <player> and BRenBot.
Posted by [HanGul815](#) on Thu, 14 May 2009 18:06:52 GMT
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ok I run !spectate what u loaded and here is the result.

this is spectate.pm what u loaded

Quote:#

Spectate plugin for BRenBot 1.51 by Daniel Paul

#

Version 1.00

#

package spectate;

use POE;

use plugin;

define additional events in the POE session

our %additional_events =

(

!command functions

"spectate" => "spectate"

);

BRenBot automatically sets the plugin name

our \$plugin_name;

BRenBot automatically imports the plugin's config (from the xml file) into %config

our %config;

our \$currentVersion = 1.00;

Functions for !commands

Set spectate mode on a player

sub spectate

{

my %args = %{@[ARG0]};

Check they supplied a name or ID to search for, if they have not bail out

if (!\$args{arg1})

{

my \$syntaxvalue = \$args{settings}->{syntax}->{value};

\$message = "Usage: \$syntaxvalue";

return;

}

```

# Try to find the player by name or ID
my ( $result, %player ) = plugin::getPlayerData( $args{'arg1'} );
if ( $result == 1 )
{
# Player found, spectate them
plugin::RenRemCMD("r_spec $player{id}");
plugin::ircmsg ( " 10[Spectate] Player $player{name} is now in spectate mode.", 'A' );
}
else
{
if ( $args{nicktype} == 1 ) { plugin::ircmsg ( "Player $args{arg1} not found ingame",
$args{'ircChannelCode'} ); }
else { plugin::pagePlayer ( $args{'nick'}, "Player $args{arg1} not found ingame" ); }
}
}

```

Event handlers

```

sub start
{
plugin::set_global ( "version_plugin_spectate", $currentVersion );
}

```

```

sub stop
{
# Nothing to do
}

```

```

sub command
{
my $kernel = $_[KERNEL];
my %args = %{@[ ARG0 ]};
$kernel->yield( $args{'command'} => \%args);
}

```

```

# Return true or the bot will not work properly...
1;

```

and this is spectate.xml

Quote:<?xml version="1.0" ?>

<plugin name="spectate">

```
<command name="spectate">
  <permission level="2"/>
  <syntax value="!spectate &lt;player&gt;"/>
  <help value="Sets the specified player to spectate mode."/>
  <enabled value="1"/>
  <hideInHelp value="1"/>
  <group>irc</group>
</command>
<events>
  <event>command</event>
</events>
<config>
  <!-- No config settings for spectate plugin... -->
</config>
</plugin>
```

I'm a n00b a brenbot and think I did something wrong but don't know what it is. plz help me.

Subject: Re: !spectate <player> and BRenBot.
Posted by [raven](#) on Thu, 14 May 2009 18:37:46 GMT
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Hangul, type help in the FDS and take a screenshot and upload it here.

Edit: danpaul I just remembered, I did create a spectate.dll SSGM plugin for someone which used the syntax r_spec as well, which is where this probably came from. No worries now. Also afaik, RR uses 'spectate' as well.

Subject: Re: !spectate <player> and BRenBot.
Posted by [HanGul815](#) on Fri, 15 May 2009 03:30:53 GMT
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thx for helping, raven.

Here are my ss

Subject: Re: !spectate <player> and BRenBot.

Posted by [raven](#) on Fri, 15 May 2009 03:58:06 GMT

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Look in your root FDS directory. See if ssgm.ini is there. If it is, go to the bottom paragraph

Try installing SSGM (Download for it can be found here)

Once it's installed, open ssgm.ini and find the [Plugins] Section. Under that, add 01=BRenBot and reboot your fds. Type 'help' into the FDS again and look for spectate in the list.

Subject: Re: !spectate <player> and BRenBot.

Posted by [HanGul815](#) on Fri, 15 May 2009 04:56:58 GMT

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ahhhhhhhhhhhhhhhhh

It works very fine.

thx a lot, raven!!!!

Subject: Re: !spectate <player> and BRenBot.

Posted by [raven](#) on Fri, 15 May 2009 17:20:03 GMT

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Glad I could help.

Subject: Re: !spectate <player> and BRenBot.

Posted by [Hex](#) on Wed, 20 May 2009 11:56:41 GMT

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brenbot.dll has no console commands that have r_ as a prefix, also the commnds for spectate was sp/spec/spectate

Subject: Re: !spectate <player> and BRenBot.

Posted by [Gen_Blacky](#) on Fri, 22 May 2009 23:19:39 GMT

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Can you show the spectate console command code without the console command hook. Better idea release brenboot.dll with all console commands hooks and stuff removed.

Subject: Re: !spectate <player> and BRenBot.
Posted by [Hex](#) on Sat, 23 May 2009 15:53:17 GMT
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I dont have the source to BrenBot.dll anymore, some old spec code was pasted here a while ago
