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Subject: Looking for testers for a bot/regulator I'm working on.

Posted by [iRANian](#) on Sat, 04 Feb 2012 15:46:29 GMT

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I'm working on a bot/regulator SSGM 4.0 plugin that's directly integrated into the FDS. I'll be able to release an alpha version in a few weeks. It's crucial that the bot is tested because it's easy to crash programs written in C++ and if the bot crashes it'll take down the whole FDS (as the bot is a plugin executed directly by the FDS).

The bot is based on a heavily modified and stripped down version of OnOeS. It's extremely fast, small (around ~1700 actual lines of code) and simple for a person with some scripts.dll API programming experience to extend, it'll include all the major features that you'd expect of a bot.

I'm especially looking for a team or server owner that's willing to test, keeping in mind that they'll be testing an alpha that'll crash the whole server if the bot crashes.

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Subject: Re: Looking for testers for a bot/regulator I'm working on.

Posted by [bmruze](#) on Sat, 04 Feb 2012 17:15:21 GMT

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Any chance you'll be releasing the source code to this bot?

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Subject: Re: Looking for testers for a bot/regulator I'm working on.

Posted by [iRANian](#) on Sat, 04 Feb 2012 17:40:37 GMT

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I will release the source code. I'm not sure if I'm violating the scripts.dll license (GPL with some vague module linking exemption) by allowing alpha testing without releasing the source code.

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Subject: Re: Looking for testers for a bot/regulator I'm working on.

Posted by [ExEric3](#) on Sat, 04 Feb 2012 19:34:49 GMT

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I can help you. Feel free contact me.

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Subject: Re: Looking for testers for a bot/regulator I'm working on.

Posted by [iRANian](#) on Sat, 04 Feb 2012 19:41:56 GMT

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I will once I've got an alpha ready.

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Subject: Re: Looking for testers for a bot/regulator I'm working on.

Posted by [iRANian](#) on Mon, 07 May 2012 18:33:30 GMT

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Here's a very early alpha that misses a lot of stuff so you can play around with it already, haven't really worked on it for a few months but I might as well start working a little bit on it every day I guess. First things I'll work on is the database code, IRC user oper status caching (accidentally removed this) and a logger class with performance logging and then work on the other stuff on my todo list. I'll also have to rewrite parts of it and re-do most of the code using threads.

Current todo list is:

Toggle Spoiler

- Add a logger class with a constructor that takes in text for custom logging
    - Add automatic logging function to the start of every function
    - Add custom logging text to code that might screw up
    - Add timer code to check SPEEDDDDD, by having the destructor log shit (so timer code can be run there and you only need to use one line to create the logger object for a scope)
  - Finish Unload\_Moderators()
  - Add ^ to the ~AzazelBot() destructor
  - Check if 'new INIClass' requires delete, probably not
  - Update SQLite to the latest version
  - Add support for admin chan key
  - Add support for per map vlimit, mlimit, time limit, sfps
  - Add support for preset translation thru INI a la ssgm.ini
  - Handle disconnecting from the IRCd
  - Handle reconnecting after disconnecting from IRC
  - Add auth protect support
  - Add !logsearch
  - Add !shun
  - Add !addtempmoderator and !deltempmoderator
  - Make Functions::Debug\_Log() configurable in the INI and allow it to log to text file and/or console or not at all
  - Check ChatCommand::Use/flag so you can't do IRC only commands via in-game etc
  - Kick if player fails to authenticate if joining under mod nick
  - Add SFPS calculating script or function in Think hook to AzazelBotScripts and update GameInfo
  - Add a function to check if there's only one player with a partial nick, instead of all the checking code for every command
  - Make sure every IRC message is sent to the proper channel
  - Add support for minor base defences to Buildings command
  - Add chat command for RequestMod/ModRequest
  - Fix a crash on rejoin
  - Fix crash in Enforce Protected thread if player joins under mod nick and leaves before the checking interval
- ^ might also be a crash when rejoining, have to check the Player:: code..
- Try out TeamChange hook
  - Try out Pre\_Level\_Load hook

- Try out WOL page hook
- Change the name of Functions::Check\_Player()
- Make Functions::Get\_Highest\_Score() return the best ID when multiple players have the same highest score
- Make all these hooks optional via INI
- Remove threading crap
- Block message and send out a cScTextObj before executing an in-game command so the command is executed after the text is shown
- Make Mute and BMute permanent-er with SQL queries, also add access shit (IMPORTANT!)
- SetNextMap is broke and needs ::Activate (game chat) implementation, it's broke of the MLISTC issue in scripts 4.0 beta 4 and earlier
- ChangeTeam increments death count FIX!
- Move ban checking to a connectionacceptancefilter
- Add (PRESET\_NAME/WEAPON\_NAME) to log scripts instead of just weapon name
- Write purchase hook code
- IMPLEMENT OnOeS' ircthinkscript
- Add support for end-game recs
- Just for fun replace Functions::ls\_Digit() with an x86 asm function, maybe some others as well
- // - Use SQLite with a wrapper once all the database code is proven to work
- Implement the TRANSACTION SQLite crap from <http://stackoverflow.com/questions/1711631/how-do-i-improve-the-performance-of-sqlite>

To install place the files in the 'Files' folder of the ZIP file inside your root FDS folder and add the plugin to the [Plugins] section of ssgm.ini. Configure the stuff in the 'azazelBot' folder.

<http://dl.dropbox.com/u/21865790/AzazelBot%20Very%20Early%20Alpha.zip>

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Subject: Re: Looking for testers for a bot/regulator I'm working on.  
Posted by [EvilWhiteDragon](#) on Tue, 08 May 2012 09:06:19 GMT  
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What database are you using? SQLite or something else?

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Subject: Re: Looking for testers for a bot/regulator I'm working on.  
Posted by [iRANian](#) on Tue, 08 May 2012 12:19:23 GMT  
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SQLite yeah.

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Subject: Re: Looking for testers for a bot/regulator I'm working on.  
Posted by [BillieJoe67](#) on Wed, 09 May 2012 19:44:34 GMT

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I can do some testing after exams (so in about 3 weeks).

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