Subject: !refund command broken
Posted by reckneya on Sun, 08 Apr 2012 13:16:37 GMT
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On Turbo Tech DM and on Jelly new maps the !refund command is not working. We can type it, the BRenBot prompts in IRC it is refunding, the specified player get's a PM saying nickname@IRC refunded you #amount of credits but that's all it does. The actual credits never get added.

I thought it was just our server and couldn't really rule out if it was a mistake on my end, but when T0RN (bless that graceful transvestite) reported he had the same thing I tried to install a fresh BRenBot and see if it works. It didn't, so something might be broken by default. It's not really a command that you use often on a default server I imagine, though it's handy for the modified servers I administrate.

Please advice.

Subject: Re: !refund command broken
Posted by danpaul88 on Sun, 08 Apr 2012 13:35:55 GMT
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Is this refund command part of a plugin? It's not a stock BRenBot command

Subject: Re: !refund command broken
Posted by reckneya on Sun, 08 Apr 2012 13:55:38 GMT
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danpaul88 wrote on Sun, 08 April 2012 06:35Is this refund command part of a plugin? It's not a stock BRenBot command
Thanks for the quick reply. The BRenBot.pm and BRenBot.xml contain the command, so I assumed that it came with BRenBot, but I realize now the plugin folder is a remnant of the older versions, so it is a plugin yes. Both files date from 23th of September 2009.

Subject: Re: !refund command broken
Posted by Ethenal on Sun, 08 Apr 2012 14:24:57 GMT
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Part of Brenbot.dll made by Hex for SSGM 2.0.2 (he made the .pm as well).

Subject: Re: !refund command broken
Posted by reckneya on Sun, 08 Apr 2012 16:07:53 GMT
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Meh I see. Is anyone up to check it out and fix it?

Subject: Re: !refund command broken
Posted by Gen_Blacky on Sun, 08 Apr 2012 19:28:54 GMT
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use the ExtraConsoleCommands.dll 4.0 plugin.

changed !refund command to use GIVECREDITS <clientId> <amount>

File Attachments
1) brenbot_refund.zip, downloaded 661 times

Subject: Re: !refund command broken
Posted by iRANian on Sun, 08 Apr 2012 19:31:14 GMT
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Adding this SSGM plugin to your server should fix it (it adds the refund console command), tell me
whether it works or not, can't remember if it actually fixes that BRenBot plugin issue..

http://dl.dropbox.com/u/21865790/RefundConsoleCommand.dll

Basically, BRenBot.dll is an SSGM 2.0.2 plugin that's installed alongside the BRenBot.dll
BRenBot plugin, the SSGM plugin adds the refund console command used by the BRenBot plugin
(and it does some other stuff), but as it's an SSGM 2.0.2 plugin it doesn't work with SSGM 4.0.

Subject: Re: !refund command broken
Posted by Gen_Blacky on Sun, 08 Apr 2012 19:36:41 GMT
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lol or you can use irans plugin and use default brenbot plugin. Posted 3 mins before iran woot!

Subject: Re: !refund command broken
Posted by reckneya on Sun, 08 Apr 2012 20:00:45 GMT
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Trying that now! Thanks, I will let you know.

EDIT: installed the plugin from your link. The FDS shows it loaded, but the problem remains; I
don't get credits.

Subject: Re: !refund command broken
Posted by iRANian on Sun, 08 Apr 2012 20:30:16 GMT
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Hmm, does the refund console command work if you use it directly from the FDS?

Subject: Re: !refund command broken
Posted by reckneya on Sun, 08 Apr 2012 20:34:34 GMT
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What is the FDS command for it?

Subject: Re: !refund command broken
Posted by iRANian on Sun, 08 Apr 2012 21:05:43 GMT
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REFUND

Subject: Re: !refund command broken
Posted by reckneya on Sun, 08 Apr 2012 21:56:48 GMT
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!fds Refund <ID> <numbers>

Nope, doesn't work. But it is fixed now. Blacky fixed the brenbot plugin.
Download: http://www.renegadeforums.com/index.php?t=getfile&id=14100&rid=21615

Have to enable ExtraConsoleCommands.dll in SSGM.ini

Thanks for helping everyone.

Subject: Re: !refund command broken
Posted by iRANian on Sun, 08 Apr 2012 22:56:08 GMT
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That's weird, the plugin works fine for me, I'm directly executing the REFUND command in the FDS console window though.

Subject: Re: !refund command broken

Posted by Gen_Blacky on Mon, 09 Apr 2012 03:58:41 GMT

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iRANian wrote on Sun, 08 April 2012 12:31Adding this SSGM plugin to your server should fix it (it adds the refund console command), tell me whether it works or not, can't remember if it actually fixes that BRenBot plugin issue..

http://dl.dropbox.com/u/21865790/RefundConsoleCommand.dll

Basically, BRenBot.dll is an SSGM 2.0.2 plugin that's installed alongside the BRenBot.dll BRenBot plugin, the SSGM plugin adds the refund console command used by the BRenBot plugin (and it does some other stuff), but as it's an SSGM 2.0.2 plugin it doesn't work with SSGM 4.0.

It don't work because the Brenbot.dll console command is "give_money". And the Brenbot plugin uses give_money.

"give_money $player{id} $amount"

I thought the console command was "refund" also.

Besides that it works fine. Just tested it.

But messages don't get displayed on new line and you can enter "refund playerid anycharacter" and it will go through. Same with givecredits console command. Guessing just a copy of that. Not that it matters as long it don't crash fds when anything but an int/float is passed to console command.

Please enter a valid client identifier.Please enter a valid client identifier.Pl
ease enter a valid client identifier.Please enter a valid client identifier.Plea
se enter a valid client identifier.Please enter a valid client identifier.

Credits have been given.Jerry2008 purchased a vehicle
Credits have been given.Credits have been given.Credits have been given.Credits

refund 1 324234234&%^&%*&%#$%#%^$&%(*&*)*(_*+():"({:?KU
refund 1 324234234&%^&%*&%#$%#%^$&%(*&*)*(_*+():"({:?KU
refund 1 324234234&%^&%*&%#$%#%^$&%(*&*)*(_*+():"({:?KU

int CommandLineParser::getInt()

Subject: Re: !refund command broken
Posted by iRANian on Mon, 09 Apr 2012 11:10:40 GMT

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Oh ;/