Subject: BRenBot GSA broadcasting issue
Posted by iRANian on Fri, 06 Jul 2012 18:55:24 GMT
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BRenBot adds a few erroneous backslashes to the data it sends to GSA, this doesn't matter except that it breaks the passworded option for GSA clients so players can't join a passworded server via GSA if the server is broadcast via the BRenBot module.

File Attachments
1) brenbot_gsa_issue.png, downloaded 361 times
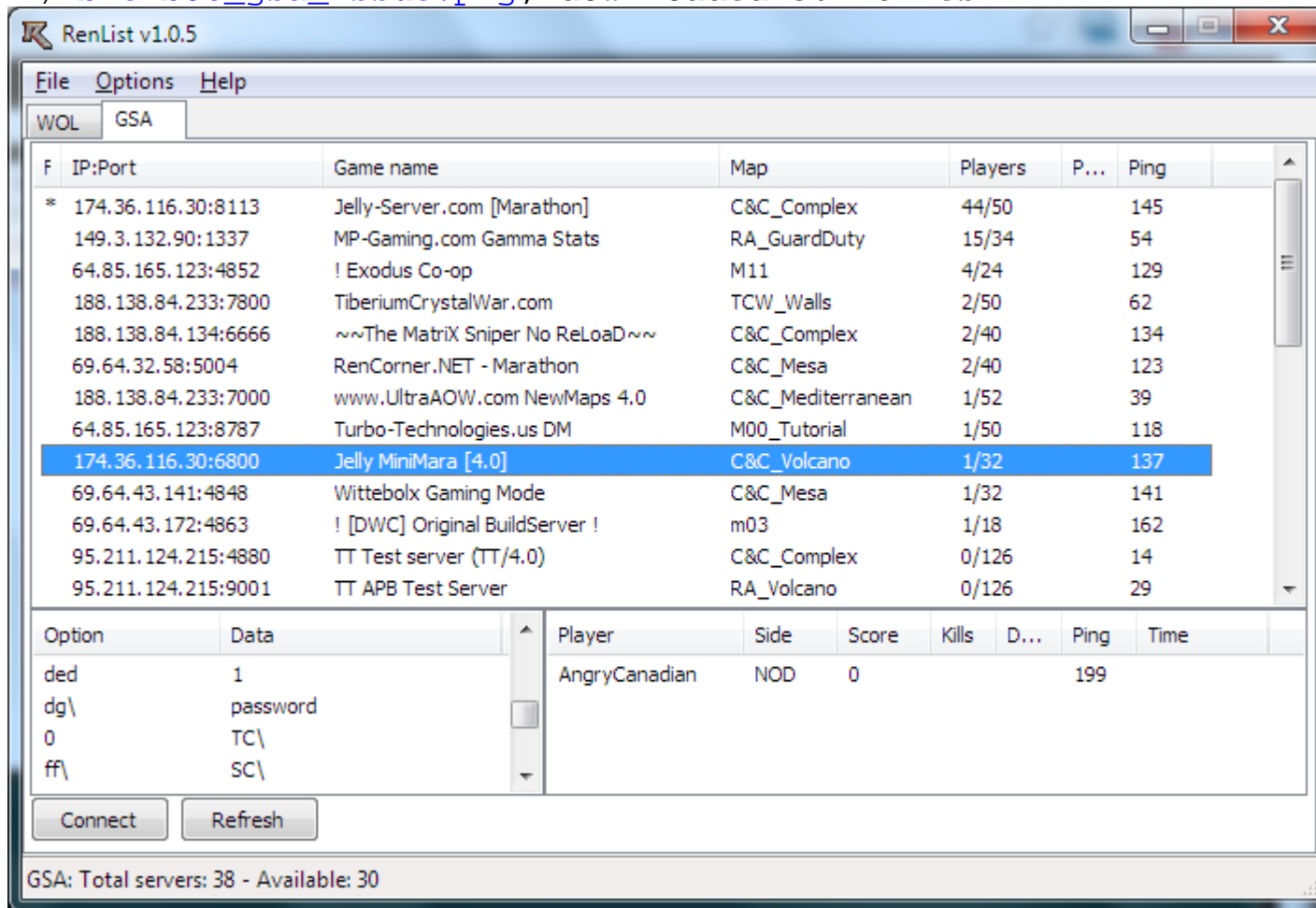
Subject: Re: BRenBot GSA broadcasting issue
Posted by Gen_Blacky on Fri, 06 Jul 2012 19:27:03 GMT
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```
sub generate_rules
{
 my $string;
```

```
# $string .= "\\BW\\1000000";
 $string .= "\\CSVR\\1";
 $string .= "\\DED\\1";
 $string .= "\\DG\\" . $config{'driver_gunner'};;
 $string .= "\\password\\" . serverStatus::getIsPassworded();
 $string .= "\\TC\\" . $config{'team_changing'};
 $string .= "\\FF\\" . $config{'friendly_fire'};
 $string .= "\\SC\\" . $config{'credits'};
 $string .= "\\SSC\\brenbot" . main::BR_VERSION;
 $string .= ( length($brconfig::config_gamespy_broadcast_website) > 0 ) ? "\\Website\\" .
$brconfig::config_gamespy_broadcast_website : '';
 $string .= ( length($brconfig::config_gamespy_broadcast_irc) > 0 ) ? "\\IRC\\" .
$brconfig::config_gamespy_broadcast_irc : '';
 $string .= ( length($brconfig::config_gamespy_broadcast_teamspeak) > 0 ) ? "\\Teamspeak\\" .
$brconfig::config_gamespy_broadcast_teamspeak : '';
 $string .= ( length($brconfig::config_gamespy_broadcast_ventrilo) > 0 ) ? "\\Ventrilo\\" .
$brconfig::config_gamespy_broadcast_ventrilo : '';
 $string .= "\\timeleft\\" . serverStatus::getTime();
 return $string;
}
```

doesn't it need the slashes.

Subject: Re: BRenBot GSA broadcasting issue
Posted by iRANian on Fri, 06 Jul 2012 19:29:26 GMT

Seems it's not sending whether DG is "0" or "1" at all.

Subject: Re: BRenBot GSA broadcasting issue
Posted by danpaul88 on Fri, 06 Jul 2012 20:04:59 GMT

OK, it turns out there are two different problems here.

Whatever third party GSA client you are using is bugged and isn't parsing responses properly when keys have a blank value. If you used a real GSA client it would all work fine, except some of the 'rules' would be shown with no value (as sent by BRenBot).

As for why the values are blank, it looks like BRenBot doesn't even read some of those values from the configuration files anymore... they were probably missed out at some point when the config code was overhauled and nobody has ever noticed because they haven't been using buggy

GSA clients.. or nobody actually looks at the server rules...

So, I will fix the second issue for the next version of BRenBot but there's nothing I can do about your buggy client

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Subject: Re: BRenBot GSA broadcasting issue
Posted by iRANian on Fri, 06 Jul 2012 20:19:18 GMT
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Thanks a bunch!