
Subject: Brenbot rotation command

Posted by [roszek](#) on Sun, 28 Sep 2014 18:12:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

The command does not seem to work properly, it doesn't list all the maps and highlights (for lack of a better word) the wrong map.

Any ideas?

Subject: Re: Brenbot rotation command

Posted by [Xpert](#) on Sun, 28 Sep 2014 23:02:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Never had this problem. Unless you're only running 2 maps then maybe because I've seen it bug sometimes with just 2 maps on rotation.

Subject: Re: Brenbot rotation command

Posted by [roszek](#) on Mon, 29 Sep 2014 03:43:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Xpert wrote on Sun, 28 September 2014 16:02Never had this problem. Unless you're only running 2 maps then maybe because I've seen it bug sometimes with just 2 maps on rotation.

Na.

I wrote a simple ssgm rotation command to show what I mean.

With the brenbot command you see a map missing from the list, there are 5 maps as you can see from my plugin.

The brackets mess up when it gets to a map not listed.

File Attachments

1) [rot_bug.jpg](#), downloaded 1171 times

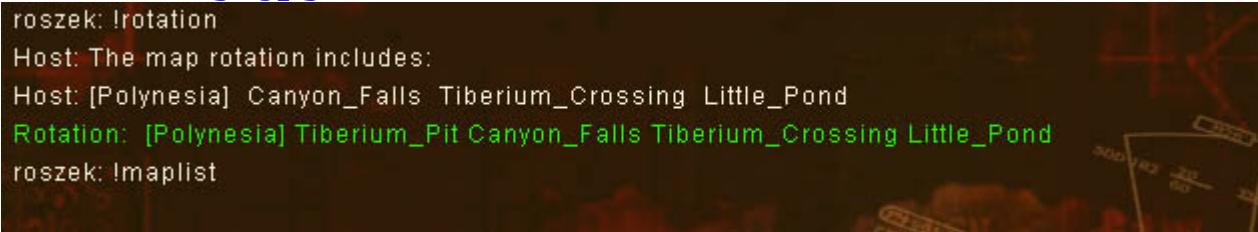
roszek: !rotation

Host: The map rotation includes:

Host: [Polynesia] Canyon_Falls Tiberium_Crossing Little_Pond

Rotation: [Polynesia] Tiberium_Pit Canyon_Falls Tiberium_Crossing Little_Pond

roszek: !maplist



Subject: Re: Brenbot rotation command
Posted by [shaitan](#) on Fri, 03 Oct 2014 20:08:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

It happens a lot with our brenbot as well.

Subject: Re: Brenbot rotation command
Posted by [danpaul88](#) on Fri, 03 Oct 2014 21:17:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

BRenBot reads the rotation from your tt.cfg file like so;

```
# If using SSGM 4.0 then read the map rotation from the tt.cfg file
if ( $ssgm_version >= 4 )
{
    my $ttConfigFile;
    my $mapRotationIdx = -1;

    open ( ttConfigFile, $config_fdspath."/tt.cfg" );
    while ( <ttConfigFile> )
    {
        # Start of map rotation section?
        if ( /rotation\:$/ )
        {
            $mapRotationIdx = 0;
        }

        # End of map rotation section?
        elsif ( $mapRotationIdx >= 0 && /\]\:$/ )
        {
            $mapRotationIdx = -1;
        }

        elsif ( $mapRotationIdx >= 0 && /\s*\"(.+)\\"\\,?$/ )
        {
            chomp(my $mapname=$1);
            my %hash;
            $hash{'mapname'} = $mapname;
            $hash{'id'} = $mapRotationIdx;
            push (@maplist, \%hash);

            # Increment map rotation def index
            $mapRotationIdx++;
        }
    }
    close ( ttConfigFile );
}
```

Subject: Re: Brenbot rotation command

Posted by [Ethenal](#) on Fri, 03 Oct 2014 21:18:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Maybe I fixed this in Jelly's BR? I recall at least the wrong map being highlighted, I'm unsure as to what caused that though... but I don't ever see any problems with it now

Subject: Re: Brenbot rotation command

Posted by [Xpert](#) on Sat, 04 Oct 2014 00:12:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

I thought you upload fixes to the brenbot repository so that it's universal to everyone

Subject: Re: Brenbot rotation command

Posted by [danpaul88](#) on Sat, 04 Oct 2014 11:46:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

The map that gets highlighted is based purely on the index of the map in the rotation, so it just counts N maps from the first one and highlights that one. BRenBot uses the mapnum command to get the position the server is currently at in the rotation (this works better than searching for a specific map *name* because a map can appear in the rotation more than once)

If you inject maps into the rotation outside of tt.cfg then BRenBot won't know about them and thus the rotation which is displayed will be wrong.

Subject: Re: Brenbot rotation command

Posted by [roszek](#) on Sat, 04 Oct 2014 17:42:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Sat, 04 October 2014 04:46The map that gets highlighted is based purely on the index of the map in the rotation, so it just counts N maps from the first one and highlights that one. BRenBot uses the mapnum command to get the position the server is currently at in the rotation (this works better than searching for a specific map *name* because a map can appear in the rotation more than once)

If you inject maps into the rotation outside of tt.cfg then BRenBot won't know about them and thus the rotation which is displayed will be wrong.

All the maps are set up in the tt.cfg in the same way yet for some reason one does not show up, if I change the rotation around it will show a different map missing.

The plugin I used above is set up in the same way basically as you describe;

```
for(int i = 0; i<Get_Map_Count(); i++)
```

```
{  
if( Get_Current_Map_Index() == i)  
    map = StringClass::getFormattedString("[%s]",Get_Map(i));  
else  
    map = Get_Map(i);  
list += " " + map;  
}
```

I'm not sure why one works and the other doesn't display all the maps. :/

Subject: Re: Brenbot rotation command

Posted by [OuTSMoKE](#) on Sun, 12 Oct 2014 22:25:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've had this happen on different occasions with my bot, maybe what I've found to be the case with mine will help you.

Situation 1:

A map or two doesn't load right in the fds, but in the list it shows up.

Example:

In game = Complex

Rotation = [Complex] Mesa Islands BunkersTS

Nextmap = Mesa

Complex ends, for some reason Mesa doesn't load, so the server loads Islands, and results in this:

In game = Islands

Rotation = Complex [Mesa]Islands BunkersTS

Nextmap = Islands

Actual next map loaded = BunkersTS

So basically if a map is missing or doesn't load in the FDS properly, it fucks up the rotation list.

=====

Situation 2:

I only have the above issue on my test server, as I'm running MPF's random rotation plugin on the public Kambot.!rotation is out the window, but !nextmap is always accurate.

It WOULD be cool if some how the brenbot could check the !nextmap and highlight the proper map in !rotation, but I find it really a non-issue.

Here's what my current setup looks like, after a fresh restart and one gameover:

```
[5:24pm] <~OuTSMoKE> !gi
[5:24pm] <&KamServ> Gameinfo: (WOL) Map: C&C_Tib_Pit_3.mix GDI: 0/52 players 0 points
Nod: 0/52 players 0 points 0.00.00 mins left SFPS: 1130561

[5:24pm] <~OuTSMoKE> !rot
[5:24pm] <&KamServ> Host: The map rotation includes:
[5:24pm] <&KamServ> Host: Islands [Airai_b7] Alpine_Night Arid
[5:24pm] <&KamServ> Host: Arena Atoll_b3 Aurora backstab_b5
[5:24pm] <&KamServ> Host: BattleCreek Big_Walls Bio BoxedInV4
[5:24pm] <&KamServ> Host: bridge Bridge_Control BunkersTS Cairo
[5:24pm] <&KamServ> Host: Canyon Caves City_Flying_Re City2_extended
[5:24pm] <&KamServ> Host: Cliffs Clover Colossus2r1 Complex
[5:24pm] <&KamServ> Host: conflicts Conquest_Island Conquest_Winter Country_Side
[5:24pm] <&KamServ> Host: Creekdale_flying Death_Pass Delta Desert_Seige2
[5:24pm] <&KamServ> Host: DesertTunnels DomesV2 Dusk EKIsland
[5:24pm] <&KamServ> Host: EVA_Relaunch FieldTS Frag_City Forgotten_Town
[5:24pm] <&KamServ> Host: Fortress2k4 Fusion Gigantomachy GlacierTS
[5:24pm] <&KamServ> Host: GrasslandAssault Grotto_b3 Hangmans_Canyon High_Altitude
[5:24pm] <&KamServ> Host: High_Noon_2 HillBilly_Valley Hourglass Hourglass_Flying
[5:24pm] <&KamServ> Host: Installation Islands Madness Mars
[5:24pm] <&KamServ> Host: Mesa Metropolis MetroTS MinesTS
[5:24pm] <&KamServ> Host: Niagra Night0X Nightfly2 Oasis_Flying
[5:24pm] <&KamServ> Host: Overlook Plunder_Valley Pompeii Port_Rev
[5:24pm] <&KamServ> Host: Quick_Draw River_Canyon RiverValley Ruins0X
[5:24pm] <&KamServ> Host: Siege Snow Storm_Walls_Flying SunFusion
[5:24pm] <&KamServ> Host: Tech_City The_Moon Tib_Field Tib_Pit_3
[5:24pm] <&KamServ> Host: Tib_Waste Tomb Tropics Under
[5:24pm] <&KamServ> Host: Underpass Urban_Rush Volcano_Flying WallsEVO
[5:24pm] <&KamServ> Host: Wasteland Worthy_Classic
```

As you can see, the [] in the rotation just moves down the list, instead of highlighting the current map.

Hope this info can help either you or danpaul, or the TT people, whatever. Like I said, I don't mind it, but I can see how others' might.

Subject: Re: Brenbot rotation command
Posted by [StealthEye](#) on Mon, 13 Oct 2014 22:52:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is there a reason why brenbot doesn't use the "mlist all" command to get the map rotation? Or is it

just that that command was not available at the time the brenbot logic was written? Sounds like it would be more robust and reliable.

The server skipping maps sounds strange. Does that happen without modifications? Sounds like a bug in that case.

PS. Using a libconfig parser for tt.cfg is probably better than writing a custom parser. Perl seems to have a library for it: <http://search.cpan.org/~changel/Conf-Libconfig-0.05/lib/Conf/Libconfig.pm>

Subject: Re: Brenbot rotation command

Posted by [Ethenal](#) on Sat, 18 Oct 2014 21:47:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just an update: we've put fanmaps back on Jelly and we definitely have a bugged !setnextmap command. I knew it happened in the past but I couldn't remember what the problem was - my current hypothesis is that it moves the rotation forward one map each time you type !setnextmap - so it may actually be changing the "next" map to the one you requested, but it moves the rotation forward one slot so by the time the game ends the server skips multiple maps ahead.

I'll let you know as I mess with it, I'll probably be able to fix it.

Subject: Re: Brenbot rotation command

Posted by [danpaul88](#) on Sun, 19 Oct 2014 18:50:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Mon, 13 October 2014 23:52Is there a reason why brenbot doesn't use the "mlist all" command to get the map rotation? Or is it just that that command was not available at the time the brenbot logic was written? Sounds like it would be more robust and reliable.

The rotation code in BRenBot was updated before all those mlist etc commands existed. Some parts were updated to use things like mlistc (and restore it after the map ends) but for the most part it still uses whats in tt.cfg.

Subject: Re: Brenbot rotation command

Posted by [StealthEye](#) on Mon, 20 Oct 2014 18:18:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

Fair enough. Thanks for the info.

Subject: Re: Brenbot rotation command

Posted by [roszek](#) on Thu, 30 Oct 2014 02:52:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Sat, 18 October 2014 14:47Just an update: we've put fanmaps back on Jelly and we definitely have a bugged !setnextmap command. I knew it happened in the past but I couldn't remember what the problem was - my current hypothesis is that it moves the rotation forward one map each time you type !setnextmap - so it may actually be changing the "next" map to the one you requested, but it moves the rotation forward one slot so by the time the game ends the server skips multiple maps ahead.

I'll let you know as I mess with it, I'll probably be able to fix it.

I see something a little different.

Say I have maps 1234567 in the tt config and I am on map 1, I do a setnextmap to say map 6 (or whatever) my rotation no longer lists as 1234567 after map 1 ends, it will now list as 1334567.

Subject: Re: Brenbot rotation command

Posted by [Ethenal](#) on Thu, 30 Oct 2014 12:58:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmm... well our primary issue turned out to be a missing comma in tt.cfg, so we were having rotation bugs even without using !setnextmap

I've found you can check the current map with "mlist <#>", you can find the current map number # with "mapnum", and you can change a map # to be a different map with "mlistc <#> <map>"

Subject: Re: Brenbot rotation command

Posted by [danpaul88](#) on Thu, 30 Oct 2014 13:20:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

BRenBot uses mapnum to determine the current position in the rotation and mlistc to change a map in SSGM 4.0 and newer.
