
Subject: BRenBot Update...

Posted by [Blazer](#) on Mon, 29 Mar 2004 09:43:30 GMT

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There will soon be a new release of brenbot for linux and win32.

mac has added RenGuard support as well as some features regarding Gamespy nick protection. I worked the code some this tonight, fixing the following bugs/features so far:

1. Removed dependency on perlglob.exe. Now using internal directory scanning code to get mapnames.
2. The above also fixes the "!shownextmap doesn't work" issue, as well as the "!setnextmap or !vote map blah" sets to an invalid map issue.
3. Removed BAN powers from TEMP mods.
4. Added code to make brenbot rejoin its home channel if kicked.
5. Minor code cleanup (removing debug code, cosmetic indention, etc)
6. Fixed bug where config file was not parsed correctly depending on spaces around the equal signs.

This is by all means not the end of the fixes or features being added. If anyone has any serious bugs to report, please post them here. As usual, the next release will be announced here, and posted on <http://www.brenbot.com> (Yeah I know we need a new site layout there!)

Subject: BRenBot Update...

Posted by [zunnie](#) on Mon, 29 Mar 2004 14:00:53 GMT

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Very nice Blazer im looking forward to it already <drewling>

Wolbanlist.txt support wud be cool in a future update and also for IRC when a person gets voiced (+v) it would be nice if the only command he is able to use is !msg , no other commands at all. Everyone who has a higher status +h +o +q +a etc are the only ones who are able to exec all other cmds.

[zunnie]

Subject: BRenBot Update...

Posted by [Nightma12](#) on Mon, 29 Mar 2004 16:29:05 GMT

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Quote:Wolbanlist.txt support wud be cool in a future update and also for IRC when a person gets voiced (+v) it would be nice if the only command he is able to use is !msg , no other commands at all. Everyone who has a higher status +h +o +q +a etc are the only ones who are able to exec all other cmds.

it would be better if they were not added to wolbanlist but BANNED ON JOIN

also i dont like the idea of the +v only being able to do !msg maybe if it was to be disabled/enabled by admin?

Subject: BRenBot Update...

Posted by [egg098](#) on Mon, 29 Mar 2004 17:18:06 GMT

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zunniewolbanlist.txt support wud be cool in a future update and also for IRC when a person gets voiced (+v) it would be nice if the only command he is able to use is !msg , no other commands at all. Everyone who has a higher status +h +o +q +a etc are the only ones who are able to exec all other cmds.[zunnie]

wolbanlist.txt should be made an option, I reckon, but perhaps a BRenBot internal IP-ban system? I agree with the IRC usermodes - voice=ingame temporary mod; hop=ingame regular mod; op=ingame admin

Nice one, Egg098

Subject: BRenBot Update...

Posted by [iluvatar](#) on Mon, 29 Mar 2004 17:23:07 GMT

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nice job ,
maybe you can remove the refilling message because that is not allowed on my server.

Subject: BRenBot Update...

Posted by [zunnie](#) on Mon, 29 Mar 2004 17:25:00 GMT

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I dont mean to voice people as a tempmod.

Suppose you have a moderated (+m) channel on IRC, then when UserJohn gets +v he can do ALL BRenBot commands !ban !kickban etc.

If i voice someone on IRC, most of them i want to be able to only use !msg so they can send msgs into the game.

+v = !msg !players (not !pi because this takes a century on big servers)

+h = !msg !kick !qkick !players !page

+o = all commands

+q = all commands

+a = all commands

If that would be possible, it would be very ace

[zunnie]

Subject: BRenBot Update...

Posted by [Derfan|Halli](#) on Mon, 29 Mar 2004 19:17:37 GMT

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i hope the new br win version will not use 5-30 cpu power like the old version -_-

Subject: BRenBot Update...

Posted by [snipesimo](#) on Mon, 29 Mar 2004 20:13:41 GMT

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Here are a few I can think of off the top of my head.

1. Remove !vote on/off from tempmods
2. Fix the ability to crash the both with a host message
3. Fix the spacing in the !pi response. I.E.

to

4. Ability for the bot to reconnect when conn is lost
5. Add rank support
6. Add ability to disable spawnkill response
7. Cleanup the !help command response, there are duplicates and commands that don't exist listed.
8. Add !locate and !wolstats
9. Limit logsearch response to 20 or less matches to prevent bogging the server down
10. add mod/tempmod status to the !pi response.
11. Possibility to use something like a .txt file for the banlist for easier managment.
12. Add what team the player joined on to the message: Playername has joined the game fighting for team (GDI/Nod)

Thats all I can think of right now, keep up the great work guys.

Subject: BRenBot Update...

Posted by [Alkaline](#) on Mon, 29 Mar 2004 22:08:24 GMT

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Well here are the features that I think you should add first because they are actually bugs that need to be fixed...

First and foremost is FDS ban support, I know Brenbot has its own ban manager, but majority of

the people are running windows servers for renegade, so just a regular fds ban command would be great. Of course the bot could reference the why reason as well. While on wol ban a nick is sometimes sufficient, people on ase and gsa just need to change 1 char and they will be back on the server causing a rukus.

On gamespy, the notorious "[]" in player names can cause lots of problems. People with the "[]" in their names can vote many times, and each time their vote is counted. So can other special characters such as (), or | or + e.t.c.

Please, make it impossible to join the server if you are not using standard strokes on a qwerty

are impossible to ban because mods have no idea what the hell the combination is. Can you make so that anyone uses special chars get an auto kick from the server and also a message on why they were kicked? Another good char to block out would be spaces.

Finally, GSA, ASE for windows servers would be great! The Wolspy tag takes up too much space

Subject: BRenBot Update...

Posted by [snipesimo](#) on Mon, 29 Mar 2004 22:15:30 GMT

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Most of what you listed are new features, not bug fixes. Call them what they are.

Subject: BRenBot Update...

Posted by [Alkaline](#) on Tue, 30 Mar 2004 00:24:12 GMT

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how are they new features with the exception of stopping special name chars?

- Ban problem, use fds to ban not brenbot. This not a new feature, just a fix
- Gamespy arcade [] voting problem, AGAIN, not a new feature just a fix.
- Windows ASE/GSA support, AGAIN something that doesn't work on windows only linux so it is a fix.

Once again you post without thinking :rolleyes:

Subject: BRenBot Update...

Posted by [xptek_disabled](#) on Tue, 30 Mar 2004 00:28:43 GMT

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Damn, Alkaline got off hareman's leash...

ROUND EM' UP BOYS!

Subject: BRenBot Update...

Posted by [zunnie](#) on Tue, 30 Mar 2004 01:08:09 GMT

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Can someone make me a moderator lol, then i can delete all posts that are less relevant to the topic

This bitchfight between snipesimo and alkaline seem to always take over some topics :S

Can you guys take this somewhere else, i'd like to read the forum without all the irrelevant replies just because the two of you cant get along :/

Is it REALLY nessacary to keep flaming at each other???

[zunnie]

Subject: BRenBot Update...

Posted by [xptek_disabled](#) on Tue, 30 Mar 2004 01:36:04 GMT

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I've been trying to get that point across to them for about a month now... but nooo, they insist on acting like children.

Subject: BRenBot Update...

Posted by [gibberish](#) on Tue, 30 Mar 2004 02:18:04 GMT

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A quick solution would be to make it so that people can't post in threads that were created by someone who is ignoring them.

That way the pair of them could ignore each other.

Subject: BRenBot Update...

Posted by [Creed3020](#) on Tue, 30 Mar 2004 03:34:30 GMT

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Change the colours...My eyes are still burning. For those of us that have no clue how to change a mIRC colour scheme a white background plays havoc with neon coloured texts.

Subject: BRenBot Update...

Posted by [Blazer](#) on Tue, 30 Mar 2004 07:17:34 GMT

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Lots of good suggestions, I'm taking them all into consideration and will implement as much as I can, when I can. We plan to release brenbot 1.33 with RenGuard, but I will continue to update it

past then as well.

I may create a mantis page (bug/feature reporting) to help me keep track of all of these

EDIT: Whoops looks like we allready have Mantis setup (Thanks Crimmy!) Look for my other post on how to use it to report bugs. The people that posted bugs/features in this thread should please create a Mantis account and post them there.

Subject: BRenBot Update...

Posted by [Renx](#) on Thu, 01 Apr 2004 21:33:06 GMT

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I like the ststus ideas, because right now it doesn't matter if you're voiced or an op, you all have the same commands. And sometimes even regular users can use the commands.

Some of my suggestions:

1. A pollhalt command.
2. Somethings that will let you see how many names have been used on the server under a certain IP.
3. A temp ban command that will work for GSA players. Right now the !kick acts like a temp ban, but it doesn't work for gamespy players, they can just join again right away.

Thanks

Subject: BRenBot Update...

Posted by [Blazer](#) on Thu, 01 Apr 2004 21:51:42 GMT

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I'm only considering/fixing things posted on the Mantis. Why are you making suggestions in threads other than the one that says Mantis: Report all BRenBot BUGS and FEATURE REQUESTS Here.

Subject: BRenBot Update...

Posted by [Renx](#) on Thu, 01 Apr 2004 21:52:39 GMT

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Cause I read this thread first, lol. I posted one on mantis now
