Subject: BRenBot 1.36 Feature List
Posted by mac on Thu, 15 Jul 2004 10:13:41 GMT

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Here is a list of changed/added features for brenbot 1.36, out of my head. It may be incomplete, but so much has changed..

Feel free to comment. Not much is going to be added, since I want to release it with Core Patch 1:

Gamelog support

Added Support for gamelog server side mod, which outputs everything that is happening in the game, including position updates etc. This will be available for Win32, and both LFDS versions. I will compile versions of vloktboky's all out war mod with gamelog supported compiled in.

With gamelog enabled, brenbot can do:

- Display Kills in IRC
- Display Building Stats
- Display individual Characterstats
- Display Vehicle Stats
- Auto Recommendations for the following things (so far).
* Destroyed 5 heavily armored vehicles
* Destroyed 10 lightly armored vehicles
* Defending the base (repairing alot of buildings)
* Good Tank Support (repairing alot of tanks)
* Destroy 2 Buildings
* Stealing a tank

Planned:
UT-like recs for various kill-events, like multi-kill, rampage etc.

For each autorec, brenbot will play a special sound jingle recorded by djlaptop, and this will be included in CP1 too. To hear sounds, you will need to have CP1 installed.

Support for bhs.dll/bhs.so

If the server side component of CP1 is installed, brenbot will feature this:

+ RenGuard automatically uses pamsg when warning non-renguard players
+ Automatic pamsg when kicking/kickbanning
+ New IRC Command: !pamsg
+ !page works for GSA when bhs.dll support is enabled
+ New IRC Command: !forcetc (force teamchange), works even when teamchange is off.
+ Diagnostic command, !statsme (typed in F3 chat), that pages the player with various statistics, like vehicles destroyed, buildings destroyed, kills etc (gamelog only)

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RenGuard fixes

The included RenGuard SSC is now less likley to crash the FDS by flooding it with commands, it has a kick queue now.

More work on RenGuard SSC is pending, but I dont know if it will make it into brenbot 1.36. I definitally want more support for optional renguard enforcement and so on.

Other new features:

- new one-line !gi (instead of old 5line-gameinfo)
- !amsg
- !recignore (allows to ignore rec-commands from specific players)
- !recallow
- !stop (to stop any voting and !teams)
- added support for ingame reply for !rginfo, !version, !uptime
- added !restart (win32 only), !shutdown (win32 only) and !die NOW (to quit brenbot .. brenbot can be restarted with a auto restart script)

Fixes

Probably much more fixed, but this is out of my head

- gameresults fixed (one more patch by Blazer pending)
- fixed mapvoting (fuxxing up maprotation)
- cant kick mods no longer
- various crash fixes
- more stability, in general
- fixed ingame !set exploit, !msg exploit
- can turn module renguard on/off instantly, and no brenbot restart needed
- much more, I think.. check out mantis, I resolved a few bugs there.

Planned Features

Since of CP1, the LFDS supports IPs I plan to add IP banning to brenbot. But I dont know if it will make it into brenbot 1.36.

Comments?