
Subject: Brenbot Plugin

Posted by [Gen_Blacky](#) on Fri, 28 Aug 2009 02:00:42 GMT

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

Can some one tell me why the plugin wont load. Im just trying to get it to load before i go any further.

```
error found in forcecp.pm: syntax error at plugins/forcecp.pm line 48, near ")
{
syntax error at plugins/forcecp.pm line 69, near ")
      if"
Compilation failed in require at (eval 198) line 1.
```

```
package forcecp;

use POE;
use plugin;

# define additional events in the POE session

our %additional_events =
(
    # !command functions
    "forcecp" => "forcecp"
);

# BRenBot automatically sets the plugin name
our $plugin_name;

# BRenBot automatically imports the plugin's config (from the xml file) into %config
our %config;

our $currentVersion = 1.00;

sub forcecp
{
    my ( $session, $heap, $args ) = @_ [ SESSION, HEAP, ARG0 ];
    my $kernel = @_ [ KERNEL ];
    my %args = % { $args };

    eval
    {
        if ( !$args { arg1 } )
        {
```

```

if ($args{nicktype} == 1)
{
    my $syntaxvalue = $args{settings}->{syntax}->{value};
    brIRC::ircmsg ( "Usage: $syntaxvalue", $args{'ircChannelCode'} );
}
else
{
    modules::RenRemCMD("msg [BR] Usage: $args{settings}->{syntax}->{value}");
}
return;
}

my $user = $args{arg1}

    if ( modules::get_module("bhs") )
{
    my $mod = $args{nick};

    my ( $result, %player ) = playerData::getPlayerData( $user );
    if ( $result == 1 )
    {

        if (!modules::get_module("gamelog") )
        {
            modules::RenRemCMD("msg [BR] Gamelog must be enabled to be able to use forcecp");
            return;
        }

        my $loaded = gamelog::get_player( $player{'name'} );

        print "Enforcing Scripts now!\n";

        my ( $result, %player ) = playerData::getPlayerData( $user );
        while ( my ( $id, $player ) = each ( %playerData ) )
        if ( length ( $player->{'bhsVersion'} ) == 0 && ( ( time() - $player->{'joinTime'} ) > 10 ) )
        {
            brIRC::ircmsg ( "$admin Forced $player to get scripts.", $args{'ircChannelCode'} );
            modules::RenRemCMD( "pamsg $player->{id} You need Scripts to play on this server" );
            RenRem::RenRemCMDtimed( "kick $player->{id}", 5 );
        }
    }
}
}
}
}

```

```
# else
# {
# if ( $player->{'bhsVersion'} >= 3.4 ){
#     brIRC::ircmsg ( "$player Has Scripts 3.4 No Reason to Force.", $args{'ircChannelCode'}
# );

sub start
{
    plugin::set_global ( "version_plugin_forcecp", $currentVersion );
}

sub stop
{
}

sub command
{
    my $kernel = $_[KERNEL];
    my %args = %{@_[ ARG0 ]};
    $kernel->yield( $args{'command'} => \%args);
}

# Return true or the bot will not work properly...
1;
```