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Subject: Re: Brenbot Plugin

Posted by [danpaul88](#) on Wed, 02 Sep 2009 06:54:03 GMT

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Because the IP is NOT available on the 'x has joined the game' line, it's only available when the next player\_info response is received. Hence why you need to use a timer. Also, why are you trying to manually parse the renlog? BRenBot already provides the player\_joined event for that line of the renlog file.

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