
Subject: Re: Brenbot Plugin

Posted by [danpaul88](#) on Thu, 03 Sep 2009 08:16:08 GMT

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You don't need to manually send RenRemCmd("player_info"), BRenBot already did that on the player_joined line, the reason for the timer is because you have to wait for the response to come back.

You also need to pass the name to the timer so you know which player it triggered for, ie;

```
$_[KERNEL]->alarm( end=> (int(time()) +3) => $player->{'name'} );
```

In the end sub you need to use something like

```
end => sub
{
  my ( $result, %player ) = plugin::getPlayerData ( $_[ARG0] );
  if ( $result != 1 )
  {
    brIRC::ircmsg( " 7 Player 4 $player->{'name'} 4 $player->{'ip'} 7 Ping 4 $player->{'ping'}
7Serial 4 $player{'serial'} ", "A" );
  }
}
```

Also, you should never use playerdata::getPlayerData in your plugin, use plugin::getPlayerData instead, it calls the same function but because its in the plugin interface it will always be supported in future regardless of internal changes.
