Subject: Re: Brenbot Plugin Error

Posted by Gon, Blacky on Wod, 03 Feb 201

Posted by Gen_Blacky on Wed, 03 Feb 2010 18:42:13 GMT

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yea i have a plugin to get the players serial from a ssgm plugin serial.dll. But the plugin tries to get this line #Serial hash response from player 1 ->

```
 if (\$ line = \sim m/^Serial \shash\sresponse\sfrom \splayer\s.+\s.-\s.+\./) \{ \$ line = \sim /^Serial \shash\sresponse\sfrom \splayer\s(.+)\s.-\s(.+)\./; \$ spass = \$ 1; \\ \$ shash = \$ 2; \\ \} else \{ \$ line = \sim /^Serial \shash\sresponse\sfrom\s(.+)\s.-\s(.+)\./; \\ \$ spass = \$ 1; \\ \$ shash = \$ 2; \\ \}
```

<hook event="rl_playerserial" regex="^Serial\shash\sresponse\sfrom\s" />

Edit: I cant use adas serial plugin because it will crash my fds because of the modifications that I want to keep.