
Subject: Re: Messages missing since 4.0
Posted by [danpaul88](#) on Tue, 13 Mar 2012 19:23:47 GMT
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For reference, BRenBot supports the following Gamelog messages;

```
Quote:sub parse_line
{
my $line = shift;

if ( $line =~ m/^[(.+?)\] CRATE/ && $startup != 1 )
{
crate($line);
}
elsif ( $line =~ m/^[(.+?)\] CREATED/ )
{
created($line);
}
elsif ( $line =~ m/^[(.+?)\] DESTROYED/ )
{
destroyed($line);
}
elsif ( $line =~ m/^[(.+?)\] POS/ && $startup != 1 )
{
position($line);
}
elsif ( $line =~ m/^[(.+?)\] ENTER/ )
{
enter($line);
}
elsif ( $line =~ m/^[(.+?)\] EXIT/ )
{
exit_vehicle($line);
}
elsif ( $line =~ m/^[(.+?)\] DAMAGED/ && $startup != 1 )
{
damaged($line);
}
elsif ( $line =~ m/^[(.+?)\] KILLED/ )
{
killed($line);
}
elsif ( $line =~ m/^[(.+?)\] WIN/ )
{
clear();
}
elsif ( $line =~ m/^[(.+?)\] CONFIG/ && $startup != 1 )
{
```

```
clear();
}

# Look for any plugins whose regex hooks match this line
my @plugins = plugin::get_plugin_gamelog_regexes();

my %args;
$args{line} = $line;
$args{startup} = $startup;

foreach (@plugins)
{
    my $plugin = $_;
    my %regexes = %{$plugin::plugin_gamelog_regexes{$plugin}};
    my $alias = "plugin_" . $plugin;

    while (my ($regex, $event) = each %regexes)
    {
        if ( $line =~ m/$regex/i )
        { $main::poe_kernel->post($alias => $event => \%args); }
    }
}
}
```
