
Subject: Re: Looking for testers for a bot/regulator I'm working on.

Posted by [iRANian](#) on Mon, 07 May 2012 18:33:30 GMT

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Here's a very early alpha that misses a lot of stuff so you can play around with it already, haven't really worked on it for a few months but I might as well start working a little bit on it every day I guess. First things I'll work on is the database code, IRC user oper status caching (accidentally removed this) and a logger class with performance logging and then work on the other stuff on my todo list. I'll also have to rewrite parts of it and re-do most of the code using threads.

Current todo list is:

Toggle Spoiler

- Add a logger class with a constructor that takes in text for custom logging
 - Add automatic logging function to the start of every function
 - Add custom logging text to code that might screw up
 - Add timer code to check SPEEDDDDD, by having the destructor log shit (so timer code can be run there and you only need to use one line to create the logger object for a scope)
 - Finish Unload_Moderators()
 - Add ^ to the ~AzazelBot() destructor
 - Check if 'new INIClass' requires delete, probably not
 - Update SQLite to the latest version
 - Add support for admin chan key
 - Add support for per map vlimit, mlimit, time limit, sfps
 - Add support for preset translation thru INI a la ssgm.ini
 - Handle disconnecting from the IRCd
 - Handle reconnecting after disconnecting from IRC
 - Add auth protect support
 - Add !logsearch
 - Add !shun
 - Add !addtempomoderator and !deltempmoderator
 - Make Functions::Debug_Log() configurable in the INI and allow it to log to text file and/or console or not at all
 - Check ChatCommand::Use/flag so you can't do IRC only commands via in-game etc
 - Kick if player fails to authenticate if joining under mod nick
 - Add SFPS calculating script or function in Think hook to AzazelBotScripts and update GameInfo
 - Add a function to check if there's only one player with a partial nick, instead of all the checking code for every command
 - Make sure every IRC message is sent to the proper channel
 - Add support for minor base defences to Buildings command
 - Add chat command for RequestMod/ModRequest
 - Fix a crash on rejoin
 - Fix crash in Enforce Protected thread if player joins under mod nick and leaves before the checking interval
- ^ might also be a crash when rejoining, have to check the Player:: code..
- Try out TeamChange hook

- Try out Pre_Level_Load hook
- Try out WOL page hook
- Change the name of Functions::Check_Player()
- Make Functions::Get_Highest_Score() return the best ID when multiple players have the same highest score
- Make all these hooks optional via INI
- Remove threading crap
- Block message and send out a cScTextObj before executing an in-game command so the command is executed after the text is shown
- Make Mute and BMute permanent-er with SQL queries, also add access shit (IMPORTANT!)
- SetNextMap is broke and needs ::Activate (game chat) implementation, it's broke of the MLISTC issue in scripts 4.0 beta 4 and earlier
- ChangeTeam increments death count FIX!
- Move ban checking to a connectionacceptancefilter
- Add (PRESET_NAME/WEAPON_NAME) to log scripts instead of just weapon name
- Write purchase hook code
- IMPLEMENT OnOeS' ircthinkscript
- Add support for end-game recs
- Just for fun replace Functions::Is_Digit() with an x86 asm function, maybe some others as well
- // - Use SQLite with a wrapper once all the database code is proven to work
- Implement the TRANSACTION SQLite crap from <http://stackoverflow.com/questions/1711631/how-do-i-improve-the-performance-of-s-qlite>

To install place the files in the 'Files' folder of the ZIP file inside your root FDS folder and add the plugin to the [Plugins] section of ssgm.ini. Configure the stuff in the 'azazelBot' folder.

<http://dl.dropbox.com/u/21865790/AzazelBot%20Very%20Early%20Alpha.zip>
