## Subject: BrenBot Refund Command Posted by Distrbd21 on Fri, 13 Jul 2012 16:51:15 GMT

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I decided to fix the !refund command on BrenBot, it now will give the player the credits instead of just saying it did.

I also added !defund so you can take a players credits.

EDIT: Also fixed the double was typo ;p

## Requirements

BrenBot: Of course

ExtraConsoleCommands Plugin: The Commands use GiveCredits and TakeCredits, only available with the plugin.

All I did was edit the pm and xml files to the following.

```
!refund
sub refund
my ($kernel, $session, $heap, $args) = @ [KERNEL, SESSION, HEAP, ARG0];
my \%args = \%{\$args};
if (\frac{1}{2} = m/^(-?\d+)) if (\frac{1}{2} = m/^(-?\d+))
my ( $result, %player ) = playerData::getPlayerData( $args{'arg1'} );
if ($result == 1)
{
    my $amount = $args{arg2};
plugin::RenRemCMD ( "GiveCredits $player{id} $amount" );
    plugin::RenRemCMD("ppage $player{id} you have been giving $amount credits by
$args{nick}.");
    plugin::ircmsg ( " $player{name} was refunded $amount credits by $args{nick}", A);
}
    else {
    doMsg("Error: $args{arg1} was not found ingame, or is not unique",$args{nicktype}, "A");
    }
    }
    else
    doMsg("Syntax: !refund <player> <amount>",$args{nicktype}, "A");
 }
!defund
sub defund
```

```
my ($kernel, $session, $heap, $args) = @_[KERNEL, SESSION, HEAP, ARG0];
 my \%args = \%{args};
if (\frac{1}{2} & \frac{1}{2} & \frac{1}{2} & \frac{1}{2} = \frac{m}{(-?\d+)})
 my ( $result, %player ) = playerData::getPlayerData( $args{'arg1'} );
 if ($result == 1)
     my $amount = $args{arg2};
 plugin::RenRemCMD ( "TakeCredits $player{id} $amount" );
     plugin::RenRemCMD("ppage $player{id} $args{nick} has taken $amount credits from you.");
    plugin::ircmsg ( " $player{name} was defunded $amount credits by $args{nick}", A);
}
     else {
    doMsg("Error: $args{arg1} was not found ingame, or is not unique",$args{nicktype}, "A");
    }
    }
    else
     doMsg("Syntax: !defund <player> <amount>",$args{nicktype}, "A");
}
File Attachments
1) BRenBot.pm, downloaded 180 times
2) BRenBot.xml, downloaded 173 times
```