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Subject: Re: BRenBot  
Posted by [danpaul88](#) on Mon, 30 Jul 2012 09:50:59 GMT  
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That's due to a limitation of renlog whereby for some messages it is actually impossible to determine programatically whether a given string is an ingame message from a player or something else, due to the fact chat messages don't have a uniquely recognizable format.

For instance, the following string;

My: Name: Is: Fred

Can either be;

A player with the name "My" saying "Name: Is: Fred"

A player with the name "My: Name" saying "Is: Fred"

A player with the name "My Name: Is" saying "Fred"

There's simply no way to tell the difference due to the lack of any unique symbols in the message that players are unable to use in their usernames to determine the correct location for the split.

This becomes worse when you get things like;

Player: was kicked

This is either;

A player with the name "Player:" being kicked from the game

A player with the name "Player" saying "was kicked"

To a human it might be obvious which it is, but for a regular expression it could easily be either of the two. Westwood unfortunately created a rather ambiguous format for the renlog file which results in these cases where it's not possible to tell what a message is supposed to be.

For some cases I might be able to tighten up some of the regexes where the 'variable' parts have a finite number of possible known values (ie: Initialising WOL/GSA Mode) but other cases are less clear cut.

But, for the record, this is indeed the first time anyone has ever bothered reporting this as an

issue, I was unaware there were any problems with Renlog parsing in the 1.53.\* versions of BRenBot.

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