
Subject: New LFDS Bot (PwnageBot)

Posted by [Stumpy](#) on Tue, 22 Aug 2006 22:03:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello everybody, T64|Skyline and I are coding a new Bot for the LFDS. This Bot will support RH7 and RH8.

It is programmed inside the Scripts-RH8.so/Scripts.rh7.so

It has already an IRC Output, Announcsystem and will support an XWIS Server/Client like the Windows FDS it has.(I hope we get the bugs fixed when XWISP is released and we can look for the problem)

Heres a Commandlist of the Bot whats already in it:

NEW LFDS Console Commands:

*=Available in Version 1.1

wpage, wlocate

setfps*, gameon*, gameoff* -> (Gameon -> Gameplay allowed, good for Linux COOP Server)

IRC Commands: !help !bstats !cmd(Sends directly Commands to the Console) !version !rules

!qkick !setmoney !setrules !curveh !testcin !flys !endmap (!gameover) !rainon !rainoff !time !msg

!announce !ginfo (!gi) !setannounce !kill !getbw !getping !getip !vlimit !setvlimit !mlimit !setmlimit

!wpage <text> !wlocate <user> !gdipage <message> !nodpage <message> !gdiwin !nodwin

WOLUSERJoin Announce for IRC or Ingame

(example utCampa is trying to join the Game via WOL.)

When we fix the NAT Stuff with XWISP we are going to update Adminsystem which is already simply included.(It announces an Admin who is defined in admins.txt with Name(Admin) join the Server.)

Secondly it will have an Live Server Stats Output. (Not directly live maybe 5 seconds later than. It is so that nobody can abuse the Server status)

For this visit <http://pb-live.team64.eu/>

More information to this will be added later.

For the XWIS thing I will say there is everything except the NAT Thing is working fine. It will only support these 2 Commands not any more.

The Bot will also Support a own Veteran System, and it will allow to play a test_cinematics from irc.(For everyone who dont know what that is-> CnC_C130drop.txt)Simple by !testcin

"filename.txt" then it plays the test_cinematic from the filename in Zone:

X(0) Y(0) Z(0). Test Cinematics for the Nod Base, GDI Base will be added in a later Version.

You can enable or disable every of these Command via the config.ini.

Please dont confuse If this text includes a few spelling mistake or time mistakes my english isnt perfect.

Now I`m waiting for your Comments

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [jnz](#) on Tue, 22 Aug 2006 22:28:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

i bet you dont get any like i dont.

good bot though

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Blazer](#) on Fri, 25 Aug 2006 16:08:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

This sounds cool. Good job! If I had the C++ skills I probably would have redone brenbot in this way. One of my main concerns was that since it would be part of scripts.dll, any bugs would crash the entire server, so lots of testing would have to be done to make sure none of the commands could be exploited either accidentally or on purpose.

Few random questions:

Are you building the XWISP functionality in as C++ code as well, or are you going to use XWISP when I release it?

Are you going to build and release updates when new scripts.dll versions come out?

Does it play nice if someone uses SSAOW?

Why stop at linux, wouldn't it work just as well for windows too...I guess some extra libs may be required to do the irc stuff unless you just handled it as a raw TCP connection?

Are you going to release the source?

Thats all I can think of for now

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Stumpy](#) on Fri, 25 Aug 2006 16:40:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the positive comments

To the Questions:

Yes I think we will completely rebuild the xwisp functions to c++.

And yes We will release updates when a new scripts.dll version come out. (Its currently based on Scripts 2.9)

Next Question: We have rebuild the SSAOW a bit so that it will work for Linux, so it works fine for us.

We dont think that we make the Bot on Winows there are other people like Blackintel which

already

have Renegade Bots that Connect other Scripts.dll to IRC.

And finally the question about releasing the Source...

For this I can say you We dont know it yet.

If you want I can send you a beta version of the Bot (which includes the ssaow) to test it with XWISP.

Subject: Re: New LFDS Bot (PwnageBot)

Posted by [Blazer](#) on Fri, 25 Aug 2006 17:11:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh yeah forgot other question...is the live stats display going to be renhawk-like, where it shows the units and players on the map?

Subject: Re: New LFDS Bot (PwnageBot)

Posted by [Stumpy](#) on Fri, 25 Aug 2006 17:39:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes it will be like that.

Subject: Re: New LFDS Bot (PwnageBot)

Posted by [icedog90](#) on Fri, 25 Aug 2006 19:38:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Blazer, pick up a book and learn.

C++ Primer Plus.

Subject: Re: New LFDS Bot (PwnageBot)

Posted by [Sir Kane](#) on Fri, 25 Aug 2006 21:31:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Books are for nubs, Google and MSDN are the way to go.

Subject: Re: New LFDS Bot (PwnageBot)

Posted by [Ma1kel](#) on Sat, 26 Aug 2006 16:08:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

And WikiBooks.

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [howang](#) on Sun, 27 Aug 2006 11:08:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

just a little reminder...
SSAOW is release under the terms of GPL.
You will have to release your bot with GPL too.

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Stumpy](#) on Sun, 27 Aug 2006 11:28:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well we have build our own SSAOW because this own thats currently available have many things thats very strange(and includes many memory leaks) we didnt copy any code of it, and only looked how they made it. If we really need to release something then only the new SSAOW part not the full bot source.

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [dead6re](#) on Sun, 27 Aug 2006 11:47:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSAOW is under GPL because the scripts.dll is under GPL. Using any code from the scripts.dll means the source will have to be released.

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Caveman](#) on Sun, 27 Aug 2006 13:28:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

When you release the bot I wouldn't mind using it on my linux server. I am currntly using br141 and erm... It kinda lags when you type certain command. Overall its a good bot, but I would like a up to date bot.

Keep up the good work.

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Blazer](#) on Sun, 27 Aug 2006 14:47:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Technically" since scripts.dll is GPL any derived work of it (anything created afterwards that uses its code or interfaces with it) would also be subject to the GPL and thus would have to have full

source released. I'm sure this is why WhiteDragon releases the source for SSAOW (and probably so people can learn from it).

I say "technically" because I doubt jonwil would call the GPL lawyers and initiate an expensive court battle over it. Also scripts.dll itself is a grey area, as in - can you GPL something that is based upon reverse engineering (which is what jonwils scripts.dll is) of a copyrighted product (Westwood's code)?

I would suggest releasing the source just to "play nice", and who knows, perhaps other folks will look at your code and suggest improvements, or make them themselves, and release it back to the public, or learn some cool C++ tricks...you know, the whole spirit of open source thing

I know that some people don't like the idea of someone "stealing" their ideas/code/whatever. But I guess you have to decide if what you are making is private for you, or are you releasing it publically. If its for "everyone" to use, then why not release the source so that they can see how it works, and customize it (within the limits of the GPL), and help improve it. It makes it easier on everyone. For instance, when WD builds a new ssaow, he just grabs the latest publically available source of jonwils scripts.dll to compile with it. If jonwil kept the code secret, then releasing things that work with it would be much more difficult, and we likely would see less great things like SSAOW be created.

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Stumpy](#) on Sun, 27 Aug 2006 16:14:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

after a longer talk to jonwil i will release the source code.
But I hope nobody will fake the Bot then.

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Ma1kel](#) on Sun, 27 Aug 2006 18:10:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

dead6re wrote on Sun, 27 August 2006 06:47SSAOW is under GPL because the scripts.dll is under GPL. Using any code from the scripts.dll means the source will have to be released.
Nope.

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Cat998](#) on Sun, 27 Aug 2006 18:37:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ma1kel wrote on Sun, 27 August 2006 20:10dead6re wrote on Sun, 27 August 2006 06:47SSAOW is under GPL because the scripts.dll is under GPL. Using any code from the scripts.dll means the source will have to be released.

Nope.

yes

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Sir Kane](#) on Sun, 27 Aug 2006 20:20:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

I doubt the scripts.dll license is valid at all is it is based on reverseengineering.

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Blazer](#) on Sun, 27 Aug 2006 23:09:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

UESir28 wrote on Sun, 27 August 2006 12:14after a longer talk to jonwil i will release the source code.

But I hope nobody will fake the Bot then.

I think if they did it would be pretty obvious, and then you could call the GPL ninjas on them

Usually when source is available, if someone makes any changes to the code, they let the author know so that it can be integrated into the next version. I don't think you have to worry about someone taking your code and releasing it as their own bot.

Honestly too, I have believed for a long time that the Renegade community is way too small to be able to afford not to share things.

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Ma1kel](#) on Wed, 30 Aug 2006 16:29:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cat998 wrote on Sun, 27 August 2006 13:37Ma1kel wrote on Sun, 27 August 2006 20:10dead6re wrote on Sun, 27 August 2006 06:47SSAOW is under GPL because the scripts.dll is under GPL. Using any code from the scripts.dll means the source will have to be released.

Nope.

yes

I'm gasping on what SK said:

Silent Kane wrote on Sun, 27 August 2006 15:20I doubt the scripts.dll license is valid at all is it is based on reverseengineering.

That the GPL license on the scripts.dll possible isn't even valid.

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Blazer](#) on Wed, 30 Aug 2006 23:35:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

What are the odds that people are going to hire lawyers and go to court in order to determine that?

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Stumpy](#) on Tue, 05 Sep 2006 21:05:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Update: Game is now joinable from XWIS.For Normal players, Firewall Players, and Behind a Router Players(that should be all)
Now Im cleaning Code and fixing some crashbugs.

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [SODPaddy](#) on Wed, 06 Sep 2006 13:33:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

UESir28 wrote on Tue, 05 September 2006 23:05Update: Game is now joinable from XWIS.For Normal players, Firewall Players, and Behind a Router Players(that should be all)
Now Im cleaning Code and fixing some crashbugs.

Yes is tested it... it works i can join from XWIS

Subject: Re: New LFDS Bot (PwnageBot)
Posted by [Stumpy](#) on Mon, 25 Sep 2006 13:04:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Update:
I think there is still a crashbug but i dont know how to run the renservr with a debugger like gdb so i thought somebody can do that? Would be happy of it..
And when he could tell me what crashes and maybe which lines creates the crash. On linux theres no crashlog file so jonwil couldnt look for my problem.
I will release a Beta Version with full opensource within this or next weekend.

Added Functions:

!nomusica

!play "file" <- plays a mp3 file out of your data folder.

Added Commands:

wtopic - Changes the currently WOLTOPIC (could be useful..)

If somebody got an Idea about a feature I should include. Just tell me what and maybe it will be

included

Things to fix:

For XWIS:

Maphash in Topic, Maphash in :GINFO:(would also be cool if someone could do that for me Im currently replacing the mapname which is ugly..)

For the Main Code of PwnageBot:

The SSAOW/CCM Bug or the XWis bug i just mentoint which crashes the Game.

Subject: Re: New LFDS Bot (PwnageBot)

Posted by [MXrave](#) on Sat, 07 Oct 2006 15:11:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

its coming this weekend?

Subject: Re: New LFDS Bot (PwnageBot)

Posted by [Stumpy](#) on Thu, 12 Oct 2006 13:49:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

update:

the bug seems to be fixed.

I will release it the next time..