Subject: !rg command
Posted by Creed3020 on Tue, 27 Feb 2007 17:47:15 GMT
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Ever since I installed BRenBot 1.5 the !rg command has not worked.

I did customize my commands.xml document so I guessing the error lies within. I have gone over the code numerous times but have been unable to determine the problem and now require external assistance.

All the other rg related commands work as they are coded to do so, just !rg command fails to work for any level ingame.

I have attached my commands.xml

File Attachments
1) commands.xml, downloaded 319 times

Subject: Re: !rg command
Posted by Caveman on Tue, 27 Feb 2007 17:52:52 GMT
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I'm going to assume here that you either A) Did not set 1 to the option in ssgm.ini or the ssaow.ini for the enable new log read. or B) You have the BHS module turned off.

 Enable_Gamelog=
;
; This enables Gamelog logging. BRenBot requires this for some of it's features to work.

Enable_Gamelog=1

; Enable_NewGamelog=
;
; Enables and disables the new type of gamelog. The new gamelog is required for RenHawk and
; newer versions of BRenBot, however it is incompatible with BRenBot 1.41 or lower. So if you
; run that version of BRenBot you MUST set this to 0.

Enable_NewGamelog=1

Subject: Re: !rg command
Posted by Creed3020 on Tue, 27 Feb 2007 18:05:44 GMT
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Thanks for the reply Caveman.

I am using SSAOW 1.5.

I have both Enable_Gamelog and Enable_NewGamelog set to 1.

I checked in IRC to ensure that the BHS module is turned on, and it was.

Subject: Re: !rg command
Posted by danpaul88 on Tue, 27 Feb 2007 18:44:26 GMT
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gamelog has nothing at all to do with the !rg command...

Your commands.xml file appears ok, are you sure the command is not working? It does not work from IRC, or showup in IRC when players use it...

Subject: Re: !rg command
Posted by Caveman on Tue, 27 Feb 2007 18:45:17 GMT
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What happens when you type !rg XcX? Are you doing it from Mod stats, Admin stats.. All the info you can give will be very helpful.

Subject: Re: !rg command
Posted by Creed3020 on Wed, 28 Feb 2007 13:48:09 GMT
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DP: Thanks for looking at the xml file. I couldn't find anything wrong with it. The !rg command is meant to be used ingame only (afaik) and does not work for any user. I have goten a person with every level of access to try and it does not work.

Doing !rg in IRC:

Quote:<[EoE]Creed3020> !rg
<eoesvr01_bot> [BR] Usage: !rglocate <playername>

The bot wants me to use !rglocate which makes sense as that it how it is setup via the commands.xml file.

For kicks I try something random after the !rg:

Quote:<[EoE]Creed3020> !rg
<eoesvr01_bot> [BR] Usage: !rglocate <playername>
<[EoE]Creed3020> !rg player
<eoesvr01_bot> [BR] lilplayer is playing on Jelly-Server.com [AOW1] .

Somehow the !rg command morphed into an variable name !rglocate without my knowledge. The
bot took awhile before it replied back that line telling me it had found that player. That was very
strange.

Caveman: Like I mentioned before we have tried the command from normal ingame users to full
admin access. No usergroup has gotten the command to work yet.

As you requested:

Quote:<[EoE]Creed3020> !rg XcX
<eoesvr01_bot> [BR] XcX was not found on the RenGuard Network.

If you meant ingame I will try later today and post.

Could there be an issue with my renguard.cfg file?

Would it be beneficial to totally re-install BR?

Could this be caused by an interfering plugin?

Subject: Re: !rg command
Posted by Caveman on Wed, 28 Feb 2007 15:04:30 GMT
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In your commands.xml

```
  <command name="rglocate">
   <permission level="2"/>
   <syntax value="!rglocate &lt;playername&gt;"/>
   <help value="Searches for a user on the RenGuard network."/>
   <enabled value="1"/>
   <group>irc</group>
   <alias>rg</alias>
  </command>
```

You have an alias set for !rglocate as !rg. So yes everytime you try !rg ingame or out it'll try and do
rglocate. Delete that line and try !rg <XcX> (<XcX> = Someone ingame) and it should work.

DP. When I first read the post I mis-read and thought it said all the other RG commands wasn't working which is why I said about the gamelog and bhs module.

Subject: Re: !rg command
Posted by danpaul88 on Wed, 28 Feb 2007 17:42:46 GMT
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Yes, when you mentioned about the rglocate thing I was going to check the XML file for an alias, I never looked for that as it didn't occur to me when I looked through the XML file.

Subject: Re: !rg command
Posted by Creed3020 on Thu, 01 Mar 2007 01:10:59 GMT
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Thank you Caveman for pointing out the problem.

I do remember adding that and didn't think it would be a problem. A lot of time passed since I added it so I forgot about it.

The !rg command now works ingame as it should.

Thank you again for the help everyone!