Subject: Creating BRenBot plugins
Posted by Omar007 on Mon, 25 Feb 2008 14:33:03 GMT
View Forum Message <> Reply to Message

I was trying to make a Plugin for BRenBot to give with ONE single command all the weapons
(!allguns)

Now i got already a AllGuns.pm and a AllGuns.xml file and i know a bit of programming, but i get
stuck.
How do i give the Plugin access to these guns and the player character to add the guns to him?

I hope someone can help me out

Subject: Re: Creating BRenBot plugins
Posted by gkl21 on Mon, 25 Feb 2008 15:14:09 GMT
View Forum Message <> Reply to Message

That'd have to be a SSGM Plugin ... unless there is some command that I'm not seeing...

Subject: Re: Creating BRenBot plugins
Posted by Omar007 on Mon, 25 Feb 2008 15:22:59 GMT
View Forum Message <> Reply to Message

Neh my problem is that i don't know what i must add into the AllGuns.pm file.

I don't know the signatures of all weapons in BRenBot.
I studied the one of !destroyveh and it comes out with yhis code:

```
-------------------------------------------------------------
sub destroyveh
{
 my ( $kernel, $session, $heap, $args ) = @_[ KERNEL, SESSION, HEAP, ARG0 ];
 my %args = %{$args};

 if ( $args{arg} =~ m/^\!\S+\s(.+)$/i )
 {
  my ( $result, %player ) = plugin::getPlayerData ( $1 );
  if ( $result == 1 )
  {
   plugin::RenRemCMD ( "destroy_vehicle $player{id}" );
   plugin::RenRemCMD("ppage $player{id} Your vehicle was destroyed by request.");
  }
  else { doMsg("Error: $args{arg1} was not found ingame, or is not unique",$args{nicktype}, "A"); }
 }
 else
```

```
    {
              doMsg("Syntax: !destroyveh <player>",$args{nicktype}, "A");
    }
}
```

I don't know what i have to fill in by the --> if ($args{arg} =~ m/^\!\S+\s(.+)$/i) <-- for all weapons.
This should be a check for the vehicle but now i want the code for the weapons.

So my problem really lies in the 'programming' part.

PS. That's not a miracle i'm just 15

Subject: Re: Creating BRenBot plugins
Posted by danpaul88 on Mon, 25 Feb 2008 15:54:11 GMT
View Forum Message <> Reply to Message

Omar007 wrote on Mon, 25 February 2008 15:22I don't know what i have to fill in by the --> if (
$args{arg} =~ m/^\!\S+\s(.+)$/i) <-- for all weapons. This should be a check for the vehicle but
now i want the code for the weapons.

Actually all that does is extract the playername from the command line ('!destroyveh danpaul88'
for example). BRenBot itself cannot give players weapons, unless you add a console command to
the FDS that allows it.

Subject: Re: Creating BRenBot plugins
Posted by Omar007 on Mon, 25 Feb 2008 15:57:10 GMT
View Forum Message <> Reply to Message

How should i do that?

BTW. If i get this command working is adding a second one easier to make? Or needs a new
command whole new codes.

Subject: Re: Creating BRenBot plugins
Posted by Hex on Tue, 26 Feb 2008 12:44:47 GMT
View Forum Message <> Reply to Message

You would need to use a chat command from ssgm and grant the player a powerup for each
weapon, this can't be done with BR

Commands->Give_Powerup(obj,WEAPON POWERUP PRESET,true);

Subject: Re: Creating BRenBot plugins
Posted by Omar007 on Tue, 26 Feb 2008 17:07:08 GMT
View Forum Message <> Reply to Message

So that meens i won't be able to make such plugin?
There is no other option to make it work?

BTW. I got really fun with this plugin. If i use the !allguns command now BRenBot shuts down

---