Subject: BR plugin for RR?
Posted by a000clown on Mon, 16 Feb 2009 01:39:40 GMT
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Was just wondering if anyone has made a plugin for BR to parse the messages RR outputs into renlog.
If there's none currently available I'll probably give it a try, although my regex is a little rusty.

Subject: Re: BR plugin for RR?
Posted by cAmpa on Mon, 16 Feb 2009 18:54:03 GMT
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We made a small plugin long time ago.
I'm not sure if it still works, try it out.

File Attachments
1) Resurrection.rar, downloaded 366 times

Subject: Re: BR plugin for RR?
Posted by a000clown on Tue, 17 Feb 2009 12:48:01 GMT
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Thanks, I'll test it out later today.

Subject: Re: BR plugin for RR?
Posted by ReLoaDeD on Mon, 13 Apr 2009 20:41:35 GMT
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this 1 does not work on my server

could you update the plugin some time ?

for resurrection 1.1.2

Subject: Re: BR plugin for RR?
Posted by ExEric3 on Wed, 15 Apr 2009 14:16:59 GMT
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It works u must just edit pm file.

Try edit this:

```
#
#     RenCom Plugin by cAMpa, Yrr
#     Version 1.06
#
#     Tested with BRenbot 1.52 (build 1)

package RenCom;
```

to

```
#
#     RenCom Plugin by cAMpa, Yrr
#     Version 1.06
#
#     Tested with BRenbot 1.52 (build 1)

package Resurrection;
```

Subject: Re: BR plugin for RR?
Posted by Genesis2001 on Wed, 15 Apr 2009 15:47:07 GMT
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Question, doesn't SSGM break when RR is installed? This is as of last I checked tbh.

Some of ssgm's features break, I don't know about all...so the real question is: Can you run ssgm and rr side-by-side without breaking your server? lol.

Subject: Re: BR plugin for RR?
Posted by Pyr0man1c on Thu, 16 Apr 2009 13:02:07 GMT
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Well it does on clown's server...at least I think it does

Subject: Re: BR plugin for RR?
Posted by a000clown on Sat, 18 Apr 2009 07:19:33 GMT
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Zack wrote on Wed, 15 April 2009 11:47Question, doesn't SSGM break when RR is installed?

This is as of last I checked tbh.

Some of ssgm's features break, I don't know about all...so the real question is: Can you run ssgm and rr side-by-side without breaking your server? lol.
It has some unusual side effects, I think we talked about the random unmanned vehicles being spawned on IRC a while back (still not fixed, btw).
I've reported all the bugs I know of on the RR forums.

I think its features make up for the bugs it currently has though, but that's just me