Subject: Brenbot Plugin
Posted by Gen_Blacky on Fri, 28 Aug 2009 02:00:42 GMT
View Forum Message <> Reply to Message

Can some one tell me why the plugin wont load. Im just trying to get it to load before i go any further.

error found in forcecp.pm: syntax error at plugins/forcecp.pm line 48, near ")
          {"
syntax error at plugins/forcecp.pm line 69, near ")
                   if"
Compilation failed in require at (eval 198) line 1.


```perl
package forcecp;

use POE;
use plugin;

# define additional events in the POE session

our %additional_events =
(
 # !command functions
 "forcecp" => "forcecp"
);

# BRenBot automatically sets the plugin name
our $plugin_name;

# BRenBot automatically imports the plugin's config (from the xml file) into %config
our %config;

our $currentVersion = 1.00;


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

 eval
 {
  if (!$args{arg1})
  {
```

```perl
 if ($args{nicktype} == 1)
 {
  my $syntaxvalue = $args{settings}->{syntax}->{value};
  brIRC::ircmsg ( "Usage: $syntaxvalue", $args{'ircChannelCode'} );
 }
 else
 {
  modules::RenRemCMD("msg [BR] Usage: $args{settings}->{syntax}->{value}");
 }
 return;
 }
 my $user = $args{arg1}

    if ( modules::get_module("bhs") )
 {
  my $mod = $args{nick};

  my ( $result, %player ) = playerData::getPlayerData( $user );
  if ( $result == 1 )
  {

   if (!modules::get_module("gamelog") )
   {
    modules::RenRemCMD("msg [BR] Gamelog must be enabled to be able to use forcecp");
    return;
   }

   my $loaded = gamelog::get_player( $player{'name'} );



   print "Enforcing Scripts now!\n";

   my ( $result, %player ) = playerData::getPlayerData( $user );
   while ( my ( $id, $player ) = each ( %playerData ) )
   if ( length ( $player->{'bhsVersion'} ) == 0 && ( ( time() - $player->{'joinTime'} ) > 10 ) )
   {
    brIRC::ircmsg ( "$admin Forced $player to get scripts.", $args{'ircChannelCode'} );
    modules::RenRemCMD( "pamsg $player->{id} You need Scripts to play on this server" );
    RenRem::RenRemCMDtimed( "kick $player->{id}", 5 );
   }
  }
 }
}
}
```

```
#  else
#  {
#  if ( $player->{'bhsVersion'} >= 3.4 ){
#          brIRC::ircmsg ( "$player Has Scripts 3.4 No Reason to Force.", $args{'ircChannelCode'}
);




sub start
{
 plugin::set_global ( "version_plugin_forcecp", $currentVersion );
}


sub stop
{

}


sub command
{
 my $kernel = $_[KERNEL];
 my %args = %{@_[ ARG0 ]};
 $kernel->yield( $args{'command'} => \%args);
}


# Return true or the bot will not work properly...
1;
```

As stated in the error message there is a syntax error on line 69 of your code. Line 69 is a while loop with no code inside of it... looks like you missed the { and } for the actual while loop.

Subject: Re: Brenbot Plugin
Posted by Gen_Blacky on Sun, 30 Aug 2009 16:33:00 GMT
View Forum Message <> Reply to Message

okay ty got it working.

Subject: Re: Brenbot Plugin
Posted by Gen_Blacky on Mon, 31 Aug 2009 04:01:58 GMT
View Forum Message <> Reply to Message

another question. How do i get player ip when they join the game.

I did this when player joined , but wont get player that joined since hes not on the list yet.

```
  my %playerlist = playerData::getPlayerList();
  while ( my ( $id, $player ) = each ( %playerlist ) )
  {
   #$player{'name'} = $1;
   #brIRC::ircmsg( "[BR] $player->{'ip'} ." );
   modules::RenRemCMD( "player_info" );
   brIRC::ircmsg( " 9 [DEBUG] GOT Player Name  7 $player->{'name'}  4 $player->{'ip'}   7 Ping  4
$player->{'ping'} ", "A" );
  }
```

Subject: Re: Brenbot Plugin
Posted by danpaul88 on Mon, 31 Aug 2009 06:58:48 GMT
View Forum Message <> Reply to Message

Use a 2 second timer and pass the ID of the player as the parameter to the timer

Subject: Re: Brenbot Plugin
Posted by Gen_Blacky on Mon, 31 Aug 2009 07:35:09 GMT
View Forum Message <> Reply to Message

would i use a POE alarm_timer

Subject: Re: Brenbot Plugin
Posted by danpaul88 on Mon, 31 Aug 2009 13:47:52 GMT
View Forum Message <> Reply to Message

Give BRenBot time to get their IP

```
$kernel->alarm( myEventName => (int(time()) +3) => $args{'nick'} );
```

NB: I said to use ID before but nick would be better since its possible they might have joined and immediatly left again and someone else joined with the same ID before it triggers.

Subject: Re: Brenbot Plugin
Posted by Gen_Blacky on Tue, 01 Sep 2009 19:14:53 GMT
View Forum Message <> Reply to Message

Now im just trying to get get the single player but i cant get ip , what do i need to get ip.

```
 if ( $line =~ m/Player (.*?) joined the game/ )
 {

  my ( $result, %player ) = playerData::getPlayerData ( $1 );
  if ( $result != 1 )
  {
   $player{'name'} = $1;
  }

  brIRC::ircmsg( " Player $player{'name'} $player{'ip'} ", "A" );
 }
```

Edit: Some times it would get player ip but 90% time it done why is that ?

Subject: Re: Brenbot Plugin
Posted by danpaul88 on Wed, 02 Sep 2009 06:54:03 GMT
View Forum Message <> Reply to Message

Because the IP is NOT available on the 'x has joined the game' line, it's only available when the next player_info response is received. Hence why you need to use a timer. Also, why are you trying to manually parse the renlog? BRenBot already provides the player_joined event for that line of the renlog file.

Subject: Re: Brenbot Plugin
Posted by Gen_Blacky on Thu, 03 Sep 2009 02:27:56 GMT
View Forum Message <> Reply to Message

Yea i was just testing some stuff out. So I tired making a timer but it didn't work not sure what to do with code you gave me.

```
  my %playerlist = playerData::getPlayerList();
```

```
 while ( my ( $id, $player ) = each ( %playerlist ) )
 {
  if ( modules::get_module( "bhs" ) )
  {
   POE::Session->create
   ( inline_states =>
    {
     _start => sub
     {
      $_[HEAP]->{next_alarm_time} = int( time() ) + 5;
      #$_[KERNEL]->alarm( end => (int(time() ) +3) => $player->{'name'}
      $_[KERNEL]->alarm( end => $_[HEAP]->{next_alarm_time} );
     },
     end => sub
     {
      modules::RenRemCMD ( "player_info" );
      brIRC::ircmsg( " 7 Player  4 $player->{'name'}  4 $player->{'ip'}   7 Ping  4 $player->{'ping'}
 7Serial  4 $player{'serial'} ", "A" );
     }
    }
   );
  }
 }
```

Subject: Re: Brenbot Plugin
Posted by danpaul88 on Thu, 03 Sep 2009 08:16:08 GMT
View Forum Message <> Reply to Message

You don't need to manually send RenRemCmd("player_info"), BRenBot already did that on the player_joined line, the reason for the timer is because you have to wait for the response to come back.

You also need to pass the name to the timer so you know which player it triggered for, ie;

```
 $_[KERNEL]->alarm( end=> (int(time()) +3) => $player->{'name'} );
```

In the end sub you need to use something like

```
end => sub
{
  my ( $result, %player ) = plugin::getPlayerData ( $_[ARG0] );
  if ( $result != 1 )
```

```
  {
    brIRC::ircmsg( " 7 Player  4 $player->{'name'}  4 $player->{'ip'}  7 Ping  4 $player->{'ping'}
  7Serial  4 $player{'serial'} ", "A" );
  }
}
```

Also, you should never use playerdata::getPlayerData in your plugin, use plugin::getPlayerData instead, it calls the same function but because its in the plugin interface it will always be supported in future regardless of internal changes.

Subject: Re: Brenbot Plugin
Posted by Gen_Blacky on Sat, 05 Sep 2009 06:50:47 GMT
View Forum Message <> Reply to Message

ah thank you for your help works now.

Edit: when i try getting single player with

```
my ( $result, %player ) = plugin::getPlayerData ( $_[ARG0] );
  if ( $result != 1 )
```

Br loads fine but as soon a player joins i get this

Can't use string ("[01:21:08] Player y0 joined the ") as a HASH ref while "stric
t refs"

Subject: Re: Brenbot Plugin
Posted by danpaul88 on Sat, 05 Sep 2009 18:29:10 GMT
View Forum Message <> Reply to Message

Your supposed to pass the player name as ARG0, NOT the renlog line... use player_joined instead of hooking renlog output.

Subject: Re: Brenbot Plugin
Posted by Gen_Blacky on Fri, 11 Sep 2009 09:16:29 GMT
View Forum Message <> Reply to Message

lol thank you