Subject: BrenBot
Posted by crysis992 on Fri, 27 Aug 2010 02:49:01 GMT
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Hello, i have a little problem.

If i load for example now a ssgm plugin to my server.
Then i can access the commands for this plugin ingame.

What can i do that i can access the commands also in IRC with BrenBot? Any examples?

,
crysis992

Subject: Re: BrenBot
Posted by ExEric3 on Fri, 27 Aug 2010 05:48:24 GMT
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Try look here: http://new.brenbot.com/projectDetails.php?projectID=7&OS=w not sure if that
commands arent for in game only... Also you can create aliases for existing commands. Try look
to Commands.xml in BR directory.

Subject: Re: BrenBot
Posted by crysis992 on Fri, 27 Aug 2010 06:28:48 GMT
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what i mean is, if i load for example reborns random rotation.
This plugin include the commands !n !nextmap and more.

!nextmap have brenbot also. But if i type now !n in IRC nothing happens =)

you know what i mean? :/

Also other question. I loaded to the ssgm.ini the luaplugins, downloaded the !refillme and
parachute plugin and moved themto the LuaPlugins folder. But they dont work ingame
also for any other downloaded Lua plugin

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crysis992

Subject: Re: BrenBot
Posted by ExEric3 on Fri, 27 Aug 2010 09:12:37 GMT

crysis992 wrote on Fri, 27 August 2010 08:28what i mean is, if i load for example reborns random rotation.
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crysis992

Hmm. Not sure because its not console command and its SSGM Chat Hook.

And I think !nextmap in BR just read next line in server cfg.

Subject: Re: BrenBot
Posted by trooprm02 on Sat, 28 Aug 2010 15:57:54 GMT

If you are able to use a command ingame, but not in IRC, you just need to add IRC to its group in commands.xml or the plugins .xml file. For example, ill use !locate:

```
<command name="locate">
   <hideInHelp value="1" />
   <group>ingame</group>
   <help value="Displays the position of your teammate." />
   <permission level="1" />
   <syntax value="!locate &lt;teammate&gt;" />
   <enabled value="0" />
 </command>
```

If you wanna also use locate in IRC (!locate would be picked up, but wouldn't actually display your position obviously), add:

```
<command name="locate">
   <hideInHelp value="1" />
   <group>ingame</group>
   <group>irc</group>
   <help value="Displays the position of your teammate." />
```

```
    <permission level="1" />
    <syntax value="!locate &lt;teammate&gt;" />
    <enabled value="0" />
  </command>
```

Subject: Re: BrenBot
Posted by Gen_Blacky on Tue, 28 Sep 2010 11:36:02 GMT
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Reborns commands are only for ingame "SSGM Chat Hook" and has nothing to do with brenbot but would interfere with ingame commands. It would cause double output one from brenbot one from reborns ssgm plugin. You could just remove brebot ingame group for the command if you want to keep reborns plugin.

If you want the !n or !next command for !nextmap for Brenbot you would just add alias to the brenbot command in commands.xml with the <alias> </alias> Tags.

```
  <command name="nextmap">
    <permission level="1"/>
    <syntax value="!nextmap"/>
    <help value="Shows the next map"/>
    <enabled value="1"/>
    <group>irc_admin</group>
    <group>irc_public</group>
    <group>ingame</group>
    <hideInHelp value="0"/>
    <alias>shownext</alias>
    <alias>shownextmap</alias>
    <alias>n</alias>
    <alias>next</alias>
  </command>
```

To call reborns commands in irc you would either have to make a console command that brenbot could use or make the plugin connect to irc. I think reborn made a plugin that connects a bot to irc.