
Subject: Brenbot Code Questions

Posted by [Gen_Blacky](#) on Thu, 04 Nov 2010 21:11:18 GMT

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Danpual would this be a bad way to constantly update players credits or could this lag the fds. Call the pinfo timer when bot starts. Then everyone's credits are consistently updated every 30 seconds. Would it be better to get it from ssgm log instead of the console.

```
modules::pinfotimer();
#id,playername,score,team,ping,ip;port,kbps,0,0,0,credits,0
if ( $line =~ /(\d+),(.+),\d+,(.\d+),\d+,.+;\d+,\d+,\d+,\d+,\d+,(\d+),.+/ )
{
    my $id = $1;
    my $name = $2;
    my $team = $3;
    my $credits = $4;
    my ( $result, %player ) = plugin::getPlayerData( $id );
    if ( $result == 1 )
    {
        # update credits
        playerData::setKeyValue ( $id, "credits", $credits );
    }
}
```

```
sub pinfotimer
{
    POE::Session->create
    (
        inline_states =>
        {
            _start => sub
            {
                RenRemCMD( "pinfo" );
                $_[HEAP]->{next_alarm_time} = int( time() ) + 30;
                $_[KERNEL]->alarm( tick => $_[HEAP]->{next_alarm_time} );
            },
            tick => sub
            {
                RenRemCMD( "pinfo" );
                $_[HEAP]->{next_alarm_time} = int( time() ) + 30;
                $_[KERNEL]->alarm( restart => $_[HEAP]->{next_alarm_time} );
            },
            restart => sub
            {
                RenRemCMD( "pinfo" );
            }
        }
    )
}
```

```
$_[HEAP]->{next_alarm_time} = int( time() ) + 30;
$_[KERNEL]->alarm( tick => $_[HEAP]->{next_alarm_time} );
},
}
);
}
```

Subject: Re: Update pinfo
Posted by [danpaul88](#) on Thu, 04 Nov 2010 22:46:07 GMT
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Gen_Blacky wrote on Thu, 04 November 2010 21:11

```
sub pinfo_timer
{
    POE::Session->create
    (
        inline_states =>
        {
            _start => sub
            {
                RenRemCMD( "pinfo" );
                $_[HEAP]->{next_alarm_time} = int( time() ) + 30;
                $_[KERNEL]->alarm( tick => $_[HEAP]->{next_alarm_time} );
            },
            tick => sub
            {
                RenRemCMD( "pinfo" );
                $_[HEAP]->{next_alarm_time} = int( time() ) + 30;
                $_[KERNEL]->alarm( restart => $_[HEAP]->{next_alarm_time} );
            },
            restart => sub
            {
                RenRemCMD( "pinfo" );
                $_[HEAP]->{next_alarm_time} = int( time() ) + 30;
                $_[KERNEL]->alarm( tick => $_[HEAP]->{next_alarm_time} );
            },
        }
    );
}
```

You can simplify this bit to

```
sub pinfo_timer
{
```

```

POE::Session->create
(
  inline_states =>
  {
    _start => sub
    {
      $_[KERNEL]->yield('tick');
    },
    tick => sub
    {
      RenRemCMD( "pinfo" );
      $_[HEAP]->{next_alarm_time} = int( time() ) + 30;
      $_[KERNEL]->alarm( tick => $_[HEAP]->{next_alarm_time} );
    }
  }
);
}

```

To reduce code duplication. Also, unless you really need to store the alarm time on the heap, you can reduce

```

$_[HEAP]->{next_alarm_time} = int( time() ) + 30;
$_[KERNEL]->alarm( tick => $_[HEAP]->{next_alarm_time} );

```

To

```

$_[KERNEL]->alarm( tick => int( time() ) + 30 );

```

As for lagging the FDS, highly unlikely, but since BRenBot calls gameinfo and playerinfo every 20 seconds I don't see the point of calling yet another function for effectively the same thing?

Subject: Re: Update pinfo

Posted by [Gen_Blacky](#) on Fri, 05 Nov 2010 06:02:13 GMT

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okay but i made this so i can check player credits in the donate commands and it wouldn't work until i made the pinfo timer. When does brenbot update it every 20 seconds?

Subject: Re: Update pinfo

Posted by [danpaul88](#) on Fri, 05 Nov 2010 09:19:03 GMT

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BRenBot calls the gameinfo and playerinfo commands every 20 seconds so that it has an up to

date record of the game status (map, scores etc) and player information.

Every version of BRenBot since 0.1 has done this, if it didn't then BRenBot wouldn't work at all as it would have no clue what was happening in the game.

Subject: Re: Update pinfo

Posted by [Gen_Blacky](#) on Fri, 05 Nov 2010 17:55:27 GMT

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danpaul88 wrote on Fri, 05 November 2010 09:19 BRenBot calls the gameinfo and playerinfo commands every 20 seconds so that it has an up to date record of the game status (map, scores etc) and player information.

Every version of BRenBot since 0.1 has done this, if it didn't then BRenBot wouldn't work at all as it would have no clue what was happening in the game.

yea i understand that brenbot would have no idea unless you did that. You didn't understand my second question i see you update player_info all the time but not pinfo. player_info and pinfo have different outputs pinfo provides more details. Does brenbot 1.52 ever update pinfo because i could not find it.

>player_info 1

Id	Name	Score	Side	Ping	Address	Kbits/s	Time
----	------	-------	------	------	---------	---------	------

1	genblacky	0	NOD	66	192.168.1.1;55936	19	000.14.38
---	-----------	---	-----	----	-------------------	----	-----------

Total current bandwidth usage for players is 19 kilobits per second

>pinfo

>Start PInfo output

1,genblacky,0,0,50,192.168.1.1;55936,20,1,0,0,4409,-1.000000

End PInfo output

Subject: Re: Update pinfo

Posted by [danpaul88](#) on Fri, 05 Nov 2010 18:15:09 GMT

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BRenBot does not use pinfo because it is not supported in all versions of scripts.dll and therefore would not work on 1.037 FDS installations.

Subject: Re: Update pinfo

Posted by [Gen_Blacky](#) on Thu, 02 Dec 2010 19:51:16 GMT

im making a plugin that get peoples serial hashes from renlog

```
sub serial
{
my ( $session, $heap, $args ) = @_ [ SESSION, HEAP, ARG0 ];
my $kernel = $_[KERNEL];
my $line = $args->{line};
my $name;
my $serial;
my $ip;
my $port;
my $verification;
if ($line =~ m/^\sSerial\s\shash\s\response\sfrom\s(.+)\s\-\>\s(.+)\./)
{
$name = $1;
$serial = $2;
}
if ($line =~ m/^\s[JOIN]\s(.+)\s(.+)\s(.+)\./)
{
$name = $1;
$ip = $2;
$serial = $3;
}
if ($line =~ m/^\s[Serial]\s(.+)\s(.+)\./)
{
$name = $1;
$serial = $2;
}
if ( $line =~ /\s(Game)\s(.+)\s/ )
{
my $text = $1;
if ($text =~ m/Serial\s\of\sclient\s'\s(.+)\s'\s\s\s(.+)\./)
{
$name = $1;
$serial = $2;
brIRC::ircmsg ( "in serial 1 $name $serial", "A" );
}
if ($text =~ m/Client\s'\s(.+)\s'\s\((.+)\s:\s(.+)\)\s\sconnected\./)
{
$name = $1;
$ip = $2;
$port = $3;
}
}
if ($line =~ m/(\d+)\s\s\s(.+)\s\s\s(.+)\s\s\s(.+)\./)
{

```

```
$id = $1;
$name = $2;
$serial = $3;
$verification = $4;
brIRC::ircmsg ( " 09[Serial] $name Verification $verification with serial $serial", "A" );
}
brIRC::ircmsg ( "serial $name $serial", "A" );
serialupdate( $name, $serial );
}
```

What is the appropriate way to use the renlog hook in the .xml file. What i have currently works but is their an easy way when using the hook.

```
<renlog_regex_hooks>
<hook event="serial"
regex="^[Serial\]|^[Join\]|^Serial\shash\s|^(Game\)\s(.+)\sSerial|^(Game\)\s(.+)\sClient|^(Game\)\s(.+)\sClient|^(d+)\s|\s(.+)\s|\s(.+)\s|\s(.+)\s" />
</renlog_regex_hooks>
```

Subject: Re: Brenbot Code Questions
Posted by [danpaul88](#) on Thu, 02 Dec 2010 21:39:49 GMT
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Err... why do you need to get the serial 5 different ways? Surely it prints it out the same each time?

Subject: Re: Brenbot Code Questions
Posted by [Gen_Blacky](#) on Thu, 02 Dec 2010 23:34:53 GMT
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danpaul88 wrote on Thu, 02 December 2010 15:39Err... why do you need to get the serial 5 different ways? Surely it prints it out the same each time?

support for my ssgm plugin, adads serial plugin, and resurrection.

Subject: Re: Brenbot Code Questions
Posted by [danpaul88](#) on Fri, 03 Dec 2010 08:59:34 GMT
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Surely your server can just rely on ONE source of serials? Or are none of them reliable?

Also, the value of having a serial hash is somewhat debatable since they can be spoofed anyway...

Subject: Re: Brenbot Code Questions

Posted by [Gen_Blacky](#) on Fri, 03 Dec 2010 19:08:51 GMT

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yes i could only have one source but if i ever released the plugin. People could have different server setups and it would still work. That was the whole point off adding multiple renlog lines. Like I use my ssgm plugin to get the serial but i know many people still use adads ssgm plugin. Having serials helps with security and helps identify spoofer even tho they can change their serial in 2 secs. If this serial doesn't match this name they are most likely not the right person.

Gen_Blacky wrote on Thu, 02 December 2010 13:51

What is the appropriate way to use the renlog hook in the .xml file. What i have currently works but is their an easy way when using the hook.

```
<renlog_regex_hooks>
<hook event="serial"
regex="^[Serial\]]^\[Join\]]^Serial\shash\s|^\(Game\)\s(.+)\sSerial|^\(Game\)\s(.+)\sClient|^\(Game\)\s(.+)\sClient|^\(id+)\s|\s(.+)\s|\s(.+)\s|\s(.+)\s" />
</renlog_regex_hooks>
```

When using multiple renlog lines in 1 event

Subject: Re: Brenbot Code Questions

Posted by [Ethenal](#) on Fri, 03 Dec 2010 22:27:51 GMT

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danpaul88 wrote on Fri, 03 December 2010 02:59

Also, the value of having a serial hash is somewhat debatable since they can be spoofed anyway...

However, that particular "feature" is simply a line in a config file... you could check to ensure serials were the right length and didn't contain anything odd, because a vast amount of cheaters wouldn't even think to make sure it looked correct. But for his script, that's neither here nor there, so nevermind.

Subject: Re: Brenbot Code Questions

Posted by [Gen_Blacky](#) on Fri, 03 Dec 2010 23:07:56 GMT

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serial hashes are always the same length no matter how long or short the players serial is.

Subject: Re: Brenbot Code Questions

Posted by [Ethenal](#) on Sat, 04 Dec 2010 15:04:13 GMT

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Gen_Blacky wrote on Fri, 03 December 2010 17:07serial hashes are always the same length no matter how long or short the players serial is.
You don't know what I'm talking about, do you? The thing I'm referring to reports a fake serial hash, it can (and has been seen) to be literally the text "LOL"

Subject: Re: Brenbot Code Questions
Posted by [Hex](#) on Sat, 04 Dec 2010 15:27:42 GMT
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Doing anything with serial hashes is a complete waste of time, the player can change it at will, stop wasting your time
