Subject: Messages missing since 4.0
Posted by T0RN on Mon, 12 Mar 2012 17:33:28 GMT
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No more end game message
[GENERAL] Current game on map C&C_Volcano.mix has ended. Game was won by GDI by Pedestal Beacon.

No more beacon message
[BEACON] DJFETISH deployed a Ion Cannon Beacon
[BEACON] Ion Cannon Strike initiated
[BEACON] Ion Cannon Beacon has detonated

No more building kill message like this
Host: Hand of Nod destroyed by DJFETISH.

Also, if I turn extra kill messages off, like T0RN killed their dumb self.
I don't get even the old default one of T0RN killed their self, or T0RN didn't last too long in the tiberium.

Subject: Re: Messages missing since 4.0
Posted by Xpert on Mon, 12 Mar 2012 23:17:48 GMT
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You do realize all the stuff you're reporting is a problem on the bot's end? Those gamelog messages exist.

Example from my bot:

<CloudyServ2> Current game on map C&C_Islands.mix has ended. Game was won by Nod by High score when time limit expired.

[19:13:30] <CloudyServ> [Enter] Sketchz entered a Nod Mobile Artillery (Technician).
[19:13:30] <CloudyServ> [GDI] WNxAtomic has purchased a Character - Hotwire.
[19:13:31] <CloudyServ> [GDI] WNxAtomic has purchased a Character - Hotwire.
[19:13:31] <CloudyServ> [Kill] Schossi killed BuddeApun (Hotwire/Automatic Pistol VS. Shotgun Trooper/Shotgun).
[19:13:31] <CloudyServ> [Exit] Sketchz exited a Nod Mobile Artillery (Technician).
[19:13:32] <CloudyServ> [Building] cadete44 destroyed the Hand of Nod (Engineer/Remote C4).
[19:13:32] <CloudyServ> Host: [CS] cadete44 has received a recommendation medal for destroying the Hand of Nod.
[19:13:32] <CloudyServ> [Enter] Sketchz entered a Nod Mobile Artillery (Technician).
[19:13:34] <CloudyServ> [Exit] Sketchz exited a Nod Mobile Artillery (Technician).
[19:13:35] <CloudyServ> [GDI] WNxAtomic has purchased a Vehicle - GDI Medium Tank.

Subject: Re: Messages missing since 4.0
Posted by Ethenal on Tue, 13 Mar 2012 01:16:51 GMT
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Xpert wrote on Mon, 12 March 2012 18:17You do realize all the stuff you're reporting is a problem on the bot's end? Those gamelog messages exist.

That was exactly my thoughts. Seems BR misses quite a few gamelog events now (or at least something weird is going on with the gamelog reading).

Subject: Re: Messages missing since 4.0
Posted by T0RN on Tue, 13 Mar 2012 08:23:23 GMT
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Whatever is causing it, it's bothering me.
There's more but I can't think of them right now. Just woke up lol

Subject: Re: Messages missing since 4.0
Posted by danpaul88 on Tue, 13 Mar 2012 19:02:11 GMT
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All BRenBot does is forward the logs from the TCP socket to the relevant parsing functions that already existed. If the new messages no longer match the format of the old ones I will need examples of the new messages to update the parsing code.

However, I was informed by jonwil that the new messages are *supposed* to be identical the originals... so if they are not that could be considered an SSGM 4.0 bug.

Subject: Re: Messages missing since 4.0
Posted by danpaul88 on Tue, 13 Mar 2012 19:23:47 GMT
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For reference, BRenBot supports the following Gamelog messages;

Quote:sub parse_line
{
 my $line = shift;

 if ($line =~ m/\[(.+?)\] CRATE/ && $startup != 1)
 {
  crate($line);
 }
 elsif ($line =~ m/\[(.+?)\] CREATED/)
 {

```perl
  created($line);
 }
 elsif ( $line =~ m/\[(.+?)\] DESTROYED/ )
 {
  destroyed($line);
 }
 elsif ( $line =~ m/\[(.+?)\] POS/ && $startup != 1 )
 {
  position($line);
 }
 elsif ( $line =~ m/\[(.+?)\] ENTER/ )
 {
  enter($line);
 }
 elsif ( $line =~ m/\[(.+?)\] EXIT/ )
 {
  exit_vehicle($line);
 }
 elsif ( $line =~ m/\[(.+?)\] DAMAGED/ && $startup != 1 )
 {
  damaged($line);
 }
 elsif ( $line =~ m/\[(.+?)\] KILLED/ )
 {
  killed($line);
 }
 elsif ( $line =~ m/\[(.+?)\] WIN/ )
 {
  clear();
 }
 elsif ( $line =~ m/\[(.+?)\] CONFIG/ && $startup != 1)
 {
  clear();
 }


 # Look for any plugins whose regex hooks match this line
 my @plugins = plugin::get_plugin_gamelog_regexes();

 my %args;
 $args{line}   = $line;
 $args{startup}  = $startup;

 foreach (@plugins)
 {
  my $plugin = $_;
  my %regexes = %{$plugin::plugin_gamelog_regexes{$plugin}};
  my $alias = "plugin_" . $plugin;
```

```
  while (my ($regex, $event) = each %regexes)
  {
   if ( $line =~ m/$regex/i )
   { $main::poe_kernel->post($alias => $event => \%args); }
  }
 }
}
```

Subject: Re: Messages missing since 4.0
Posted by jonwil on Wed, 28 Mar 2012 09:20:55 GMT
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Can someone get me details of exactly which messages are missing (i.e. what the messages
looked like in the old SSGM, not what a bot may have done with them)?

Subject: Re: Messages missing since 4.0
Posted by sla.ro(master) on Wed, 28 Mar 2012 09:52:22 GMT
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i think can be done by plugin, not sure, on my bot i used ssgm 2.02 as example to port on Lua.

for game end: [12:13:38] <&SlaServer> [GameOver] GDI won by Pedestal Beacon - Map last 4
days 10:25:39 hours

for beacon: [12:13:07] <&SlaServer> [Beacon] Furieux_de_canard deployed a beacon.

Beacon and General headers are missing, personally i don't need them because all in my bot isn't
ssgm, but peoples who uses BrenBot they need to know when someone placed a beacon

---

Subject: Re: Messages missing since 4.0
Posted by Ani on Wed, 28 Mar 2012 11:58:22 GMT
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Beacons are definitely missing from BR's output.

Subject: Re: Messages missing since 4.0
Posted by Gen_Blacky on Wed, 28 Mar 2012 15:51:54 GMT
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br used ssgm logs for beacons not gamelog.

ssgm 4.0

```
void SSGM_Log_Beacon::Created(GameObject *obj)
{
 SSGMGameLog::Log_Gamelog("CREATED;OBJECT;%d;%s;%d;%d;%d;%d;%d;%d;%d;%d",
Commands->Get_ID(obj), Commands->Get_Preset_Name(obj),
int(pos.Y),int(pos.X),int(pos.Z), int(Commands->Get_Facing(obj)), int(Commands->Get_Max_Hea
lth(obj)),int(Commands->Get_Max_Shield_Strength(obj)), Commands->Get_Player_Type(obj),Co
mmands->Get_ID(Get_Beacon_Planter(obj)));
}

void SSGM_Log_Beacon::Destroyed(GameObject *obj)
{
 SSGMGameLog::Log_Gamelog("DESTROYED;OBJECT;%d;%s;%d;%d;%d",
Commands->Get_ID(obj),Commands->Get_Preset_Name(obj), int(pos.Y), int(pos.X), int(pos.Z));
}
```

ssgm 2.0.2

```
FDSMessage(StrFormat("%ls disarmed a
%s",Get_Wide_Player_Name(shooter),Translate_Preset(obj).c_str()),"_BEACON");
```

br

```
# Parse a line of input from the SSGMLog
sub parse_line
{
 my $input = shift;

 # _Vehicle is no longer used, but we will keep it for backwards
 # compatibility with ssaow 1.5 and lower
 if ( $input =~ /^\[\d\d:\d\d:\d\d\]\s_VEHICLE\s(.+)$/ )
 {
  vehicle($1);
 }
 elsif ( $input =~ /^\[\d\d:\d\d:\d\d\]\s_ALERT\s(.+)$/ )
 {
  alert($1);
 }
 elsif ( $input =~ /^\[\d\d:\d\d:\d\d\]\s_BEACON\s(.+)$/ )
 {
  beacon($1);
 }
 elsif ( $input =~ /^\[\d\d:\d\d:\d\d\]\s_GENERAL\s(.+)$/ )
 {
```

```
   general($1);
 }
 elsif ( $input =~ /^\[\d\d:\d\d:\d\d\]\s_OREDUMP\s(.+)$/ )
 {
  ssapb_oredump($1);
 }
 elsif ( $input =~ /^\[\d\d:\d\d:\d\d\]\s_BUILDING_PURCHASE\s(.+)$/ )  # MP Script for Spacer
 {
  buildingPurchase($1);
 }
 elsif ( $brconfig::gamelog_in_ssgm == 1
  && $input =~ /^\[\d\d:\d\d:\d\d\]\s_GAMELOG\s(.+)$/
  && modules::get_module ( "gamelog" ) )
 {
  $input =~ s/_GAMELOG\s//gi;   # Trim _Gamelog and one space
  gamelog::parse_line( $input );  # Send it to the gamelog for processing
 }

 undef $input;
}
```

gamelogs logs could be part of ssgm log.
either danpual needs to add beacon msgs to gamelog or add the old ssgm beacon logs in ssgm log.

Subject: Re: Messages missing since 4.0
Posted by Gohax on Wed, 28 Mar 2012 19:15:44 GMT
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Not a big deal, but whenever you buy a tank now, the "Unit Ready" sound doesn't play anymore.

Subject: Re: Messages missing since 4.0
Posted by Ani on Wed, 28 Mar 2012 23:52:42 GMT
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Gohax wrote on Wed, 28 March 2012 12:15Not a big deal, but whenever you buy a tank now, the "Unit Ready" sound doesn't play anymore.

I always found it to be kind of an annoyance. It played for everyone when someone bought a tank, and one would assume that after 2-3 seconds - the unit bought would be *ready* either way.

Subject: Re: Messages missing since 4.0
Posted by YesNoMayb on Thu, 29 Mar 2012 00:12:50 GMT

I want my "Unit Ready" back.

Subject: Re: Messages missing since 4.0
Posted by jonwil on Thu, 29 Mar 2012 00:50:11 GMT

Missing "unit ready" sound fixed.

Subject: Re: Messages missing since 4.0
Posted by T0RN on Mon, 02 Apr 2012 19:52:40 GMT

Oops, I edited and message went blank lol.

WIN, General, and Beacon seem to be missing. Still not sure if there's more
I don't have an old ssgm log file to compare it to

C4 also

Subject: Re: Messages missing since 4.0
Posted by T0RN on Tue, 03 Apr 2012 19:28:30 GMT

No server status message like this anymore either :

[Server Status] Players: 15/50 - SFPS: 60 - BW: 1158 kbps

Subject: Re: Messages missing since 4.0
Posted by danpaul88 on Wed, 04 Apr 2012 11:25:50 GMT

Those server status messages are not part of stock brenbot or ssgm, perhaps they came from a plugin? Server status is only shown in response to the !gi command.

Subject: Re: Messages missing since 4.0

Posted by Ani on Wed, 04 Apr 2012 13:45:33 GMT

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I'm pretty sure you have no idea what you're saying.

I just ran 2 individual servers, both running the latest BR that is offered through beta4 TT...

One server ran TT, the other one 3.4 scripts - there are a lot of messages missing. For instance, when the game ends, it doesn't show how. Beacons never show up either. BIATCH is missing as well (not that I would know) (anti-cheat simply doesnt get relayed anymore).

Subject: Re: Messages missing since 4.0
Posted by T0RN on Wed, 04 Apr 2012 14:08:58 GMT

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I'm not sure about what I'm saying either lol.
I just know messages I had on my old server are now missing.

Looking through it seems renlog messages are missing,and gamelog messages seem ok.
BIATCH, Vehkill, C4, End, current and a few others

Subject: Re: Messages missing since 4.0
Posted by danpaul88 on Wed, 04 Apr 2012 14:42:09 GMT

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I am specifically referring to this message;

T0RN wrote on Tue, 03 April 2012 20:28No server status message like this anymore either :

[Server Status] Players: 15/50 - SFPS: 60 - BW: 1158 kbps

That one is not part of stock BRenBot or SSGM 2.x. I said nothing about the other messages mentioned in this topic.

Jonwil has previously stated (either here or elsewhere) that he needs someone to post copies of the raw SSGM log messages that are missing from SSGM 4.0 so he can re-implement them. Until

---

they are implemented in SSGM 4.0 there's nothing for the bot to show because they simply don't exist.

As for BIATCH messages not being shown, this is because they are no longer prefixed with BIATCH so BRenBot's plugin can't parse them. I believe the intended fix is to re-add the BIATCH prefix to those messages.

Subject: Re: Messages missing since 4.0
Posted by T0RN on Wed, 04 Apr 2012 15:01:39 GMT
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danpaul88 wrote on Wed, 04 April 2012 10:42I am specifically referring to this message;

T0RN wrote on Tue, 03 April 2012 20:28No server status message like this anymore either :

[Server Status] Players: 15/50 - SFPS: 60 - BW: 1158 kbps

That one is not part of stock BRenBot or SSGM 2.x. I said nothing about the other messages mentioned in this topic.

Jonwil has previously stated (either here or elsewhere) that he needs someone to post copies of the raw SSGM log messages that are missing from SSGM 4.0 so he can re-implement them. Until they are implemented in SSGM 4.0 there's nothing for the bot to show because they simply don't exist.

As for BIATCH messages not being shown, this is because they are no longer prefixed with BIATCH so BRenBot's plugin can't parse them. I believe the intended fix is to re-add the BIATCH prefix to those messages.
yeah sorry, that was a custom message, I should have asked first.
I wish I had old logs to compare to, but I don't. I just know some messages are missing, not the actual raw log messages

---

Subject: Re: Messages missing since 4.0
Posted by T0RN on Wed, 04 Apr 2012 15:22:56 GMT
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_BEACON
_C4
_VEHKILL
_GENERAL

Not sure about this:

_CHANGECHARACTER ??

Subject: Re: Messages missing since 4.0
Posted by reckneya on Wed, 04 Apr 2012 19:54:06 GMT
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Purchased?

Subject: Re: Messages missing since 4.0
Posted by Xpert on Thu, 05 Apr 2012 04:44:32 GMT
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T0RN wrote on Wed, 04 April 2012 11:22_BEACON
_C4
_VEHKILL
_GENERAL

Not sure about this:

_CHANGECHARACTER ??

_C4 and _BEACON doesn't exist because the ssgm log for it isn't coded in. Only raw gamelog.
That's not hard to make. Just need to inform JonWil.

Oh and BIATCH logs don't relay because the format for it was changed. I remember them saying
they will revert to the old way, that way all bots will just read BIATCH messages like normal before
the change.

Subject: Re: Messages missing since 4.0
Posted by T0RN on Sun, 08 Apr 2012 01:38:38 GMT
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Xpert wrote on Thu, 05 April 2012 00:44
_C4 and _BEACON doesn't exist because the ssgm log for it isn't coded in. Only raw gamelog.
That's not hard to make. Just need to inform JonWil.

I am informing you JonWil

Subject: Re: Messages missing since 4.0

Posted by [jonwil](#) on Sun, 15 Apr 2012 06:04:06 GMT

ok, BIATCH logs have been changed to output with [BIATCH] at the front of the strings as per the old BIATCH code.
I have analyzed all the SSGM 2.0.2 logging and the only items I can find that make sense to add to SSGM 4.0 are the missing beacon and C4 logs. The rest are either already present as of 4.0 beta 4 or make no sense in SSGM 4.0.

Subject: Re: Messages missing since 4.0
Posted by [jonwil](#) on Sun, 15 Apr 2012 07:33:46 GMT

ok, I have just added the missing C4 and beacon messages, specifically messages on:
C4 detonate
C4 disarm
beacon detonation
beacon disarm
beacon deploy

Subject: Re: Messages missing since 4.0
Posted by [T0RN](#) on Sun, 15 Apr 2012 15:58:28 GMT

very cool, thanks.

So still missing is WIN/General and Vehkill?

Wish I understood this stuff more lol.

Subject: Re: Messages missing since 4.0
Posted by [jonwil](#) on Sun, 15 Apr 2012 16:07:05 GMT

I checked and as of 4.0 beta 5, ALL the messages output by the old SSGM are either in the new SSGM or make no sense to put into the new SSGM because of changes in the way it works (for example there are no obelisk glitch warnings in the new SSGM because SSGM does not contain any obelisk glitch fix anymore, the fix is in scripts itself. And there are no messages about different game modes because the new SSGM doesn't have the concept of game modes anymore, it handles all that stuff differently.

Subject: Re: Messages missing since 4.0
Posted by T0RN on Sun, 15 Apr 2012 17:06:41 GMT
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So where are those messages found and how do I get br to out put it? LOL
I miss having endgame messages and VehKill message

[GENERAL] Current game on map C&C_Islands.mix has ended. Game was won by GDI by Building Destruction.

[VehKill] Yucklator (Flame Tank) destroyed a Mobile Rocket Launcher System (Driver: Sector7 - Owner: Sector7)

Subject: Re: Messages missing since 4.0
Posted by jonwil on Sun, 15 Apr 2012 17:46:40 GMT
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Both of those messages ARE supposed to be output by the new SSGM, the code certainly contains the right lines to make that happen.
So I dont know whats up.

Subject: Re: Messages missing since 4.0
Posted by T0RN on Sun, 15 Apr 2012 18:04:18 GMT
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jonwil wrote on Sun, 15 April 2012 13:46Both of those messages ARE supposed to be output by the new SSGM, the code certainly contains the right lines to make that happen.
So I dont know whats up.

Ok. They just don't want to I guess. It's not just me, other 4.0 servers are missing it too.

Thanks for everything

Subject: Re: Messages missing since 4.0
Posted by reckneya on Mon, 16 Apr 2012 10:31:45 GMT
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I actually have the vehicle kills, not showing the [VehKill} but just <player> destroyed a <vehicle> We don't have vehicle ownership enabled though (it makes no sense on a DM server) so maybe that's why it won't show it as fancy as the example you gave. Is it possible the vehicle kill message is missing because of something else? We do not have the game ending, c4 and beacon messages indeed though.

Subject: Re: Messages missing since 4.0
Posted by Ethenal on Mon, 16 Apr 2012 13:59:58 GMT
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reckneya wrote on Mon, 16 April 2012 05:31Is it possible the vehicle kill message is missing because of something else?
The [VehKill] is a custom jelly script.

Subject: Re: Messages missing since 4.0
Posted by reckneya on Mon, 16 Apr 2012 17:53:10 GMT
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Ethenal wrote on Mon, 16 April 2012 06:59reckneya wrote on Mon, 16 April 2012 05:31Is it possible the vehicle kill message is missing because of something else?
The [VehKill] is a custom jelly script.
Jelly? Never heard of them, they any good?

Subject: Re: Messages missing since 4.0
Posted by T0RN on Mon, 16 Apr 2012 20:28:40 GMT
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Ethenal wrote on Mon, 16 April 2012 09:59reckneya wrote on Mon, 16 April 2012 05:31Is it possible the vehicle kill message is missing because of something else?
The [VehKill] is a custom jelly script.
yeah, but it reads it from the log, if you look at raw gamelogs Vehkill is in it.

Subject: Re: Messages missing since 4.0
Posted by Ethenal on Tue, 17 Apr 2012 17:46:22 GMT
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T0RN wrote on Mon, 16 April 2012 15:28Ethenal wrote on Mon, 16 April 2012 09:59reckneya wrote on Mon, 16 April 2012 05:31Is it possible the vehicle kill message is missing because of something else?
The [VehKill] is a custom jelly script.
yeah, but it reads it from the log, if you look at raw gamelogs Vehkill is in it.
Yes there is always a log output for vehicles being destroyed, but the [VehKill] IRC message was always Jelly's custom script. That's what I'm saying.

Subject: Re: Messages missing since 4.0
Posted by T0RN on Tue, 17 Apr 2012 19:07:31 GMT
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Yes the script is custom, still doesn't change the fact that it's missing from the logs. [Kill] still works, [Building] still works [Purchase] still works. no more [Beacon] or [Vehkill] or [General]or [C4]

Understand? If the log existed it would out put like the rest.
I compared my logs to jelly, and that's what I found missing. Forget the irc or scripts output. It's not there in the log itself

From jelly renlogs

[00:06:39] _VEHKILL dread0000 (Timed C4) destroyed a Medium Tank (Driver: MumOsborn - Owner: MumOsborn - Last Damage: 214.76)
[00:06:39] _GAMELOG
CREATED;VEHICLE;1500074000;GDI_Medium_Tank_Destroyed;111;32;-2;0;400;400;1
[00:06:39] _GAMELOG
KILLED;VEHICLE;1500062043;CnC_GDI_Medium_Tank;111;32;-2;-63;1500045945;CnC_Nod_T echnician_0;98;20;-3;125;CnC_Weapon_RepairGun_Player_Special;Medium Tank;Technician/Repair Gun(Strong)
[00:06:39] _GAMELOG
DAMAGED;VEHICLE;1500074000;GDI_Medium_Tank_Destroyed;111;32;-2;-63;1500045945;Cn C_Nod_Technician_0;98;20;-3;125;10.000000;90;0;626
[00:06:39] _GAMELOG DESTROYED;VEHICLE;1500062043;CnC_GDI_Medium_Tank;111;32;-2
[00:06:39] _C4 Nod Timed C4 has detonated (Owner: dread0000 - Attached to: Nod Power Plant)
[00:06:39] _GAMELOG DETONATED;OBJECT;1500071260;Tossed C4;110;27;-3
[00:06:39] _GAMELOG DESTROYED;OBJECT;1500071260;Tossed C4;110;27;-3