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Subject: !refund command broken

Posted by [reckneya](#) on Sun, 08 Apr 2012 13:16:37 GMT

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On Turbo Tech DM and on Jelly new maps the !refund command is not working. We can type it, the BRenBot prompts in IRC it is refunding, the specified player get's a PM saying nickname@IRC refunded you #amount of credits but that's all it does. The actual credits never get added.

I thought it was just our server and couldn't really rule out if it was a mistake on my end, but when TORN (bless that graceful transvestite) reported he had the same thing I tried to install a fresh BRenBot and see if it works. It didn't, so something might be broken by default. It's not really a command that you use often on a default server I imagine, though it's handy for the modified servers I administrate.

Please advice.

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Subject: Re: !refund command broken

Posted by [danpaul88](#) on Sun, 08 Apr 2012 13:35:55 GMT

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Is this refund command part of a plugin? It's not a stock BRenBot command

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Subject: Re: !refund command broken

Posted by [reckneya](#) on Sun, 08 Apr 2012 13:55:38 GMT

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danpaul88 wrote on Sun, 08 April 2012 06:35: Is this refund command part of a plugin? It's not a stock BRenBot command

Thanks for the quick reply. The BRenBot.pm and BRenBot.xml contain the command, so I assumed that it came with BRenBot, but I realize now the plugin folder is a remnant of the older versions, so it is a plugin yes. Both files date from 23th of September 2009.

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Subject: Re: !refund command broken

Posted by [Ethenal](#) on Sun, 08 Apr 2012 14:24:57 GMT

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Part of Brenbot.dll made by Hex for SSGM 2.0.2 (he made the .pm as well).

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Subject: Re: !refund command broken

Posted by [reckneya](#) on Sun, 08 Apr 2012 16:07:53 GMT

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Meh I see. Is anyone up to check it out and fix it?

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Subject: Re: !refund command broken

Posted by [Gen\\_Blacky](#) on Sun, 08 Apr 2012 19:28:54 GMT

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use the ExtraConsoleCommands.dll 4.0 plugin.

changed !refund command to use GIVECREDITS <clientId> <amount>

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### File Attachments

1) [brenbot\\_refund.zip](#), downloaded 605 times

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Subject: Re: !refund command broken

Posted by [iRANian](#) on Sun, 08 Apr 2012 19:31:14 GMT

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Adding this SSGM plugin to your server should fix it (it adds the refund console command), tell me whether it works or not, can't remember if it actually fixes that BRenBot plugin issue..

<http://dl.dropbox.com/u/21865790/RefundConsoleCommand.dll>

Basically, BRenBot.dll is an SSGM 2.0.2 plugin that's installed alongside the BRenBot.dll BRenBot plugin, the SSGM plugin adds the refund console command used by the BRenBot plugin (and it does some other stuff), but as it's an SSGM 2.0.2 plugin it doesn't work with SSGM 4.0.

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Subject: Re: !refund command broken

Posted by [Gen\\_Blacky](#) on Sun, 08 Apr 2012 19:36:41 GMT

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lol or you can use irans plugin and use default brenbot plugin. Posted 3 mins before iran woot!

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Subject: Re: !refund command broken

Posted by [reckneya](#) on Sun, 08 Apr 2012 20:00:45 GMT

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Trying that now! Thanks, I will let you know.

EDIT: installed the plugin from your link. The FDS shows it loaded, but the problem remains; I don't get credits.

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Subject: Re: !refund command broken  
Posted by [iRANian](#) on Sun, 08 Apr 2012 20:30:16 GMT  
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Hmm, does the refund console command work if you use it directly from the FDS?

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Subject: Re: !refund command broken  
Posted by [reckneya](#) on Sun, 08 Apr 2012 20:34:34 GMT  
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What is the FDS command for it?

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Subject: Re: !refund command broken  
Posted by [iRANian](#) on Sun, 08 Apr 2012 21:05:43 GMT  
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REFUND

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Subject: Re: !refund command broken  
Posted by [reckneya](#) on Sun, 08 Apr 2012 21:56:48 GMT  
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!fds Refund <ID> <numbers>

Nope, doesn't work. But it is fixed now. Blacky fixed the brenbot plugin.  
Download: <http://www.renegadeforums.com/index.php?t=getfile&id=14100&rid=21615>

Have to enable ExtraConsoleCommands.dll in SSGM.ini

Thanks for helping everyone.

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Subject: Re: !refund command broken  
Posted by [iRANian](#) on Sun, 08 Apr 2012 22:56:08 GMT  
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That's weird, the plugin works fine for me, I'm directly executing the REFUND command in the FDS console window though.

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Subject: Re: !refund command broken

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Posted by [Gen\\_Blacky](#) on Mon, 09 Apr 2012 03:58:41 GMT

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iRANian wrote on Sun, 08 April 2012 12:31 Adding this SSGM plugin to your server should fix it (it adds the refund console command), tell me whether it works or not, can't remember if it actually fixes that BRenBot plugin issue..

<http://dl.dropbox.com/u/21865790/RefundConsoleCommand.dll>

Basically, BRenBot.dll is an SSGM 2.0.2 plugin that's installed alongside the BRenBot.dll BRenBot plugin, the SSGM plugin adds the refund console command used by the BRenBot plugin (and it does some other stuff), but as it's an SSGM 2.0.2 plugin it doesn't work with SSGM 4.0.

It don't work because the Brenbot.dll console command is "give\_money". And the Brenbot plugin uses give\_money.

"give\_money \$player{id} \$amount"

I thought the console command was "refund" also.

Besides that it works fine. Just tested it.

But messages don't get displayed on new line and you can enter "refund playerid anycharacter" and it will go through. Same with givecredits console command. Guessing just a copy of that. Not that it matters as long it don't crash fds when anything but an int/float is passed to console command.

Please enter a valid client identifier. Please enter a valid client identifier. Please enter a valid client identifier. Please enter a valid client identifier. Please enter a valid client identifier.

Credits have been given. Jerry2008 purchased a vehicle  
Credits have been given. Credits have been given. Credits have been given. Credits

refund 1 324234234&%^&%\*%#%\$%#%^\$&%(\*&)\*(\_\*+()):"({:?KU  
refund 1 324234234&%^&%\*%#%\$%#%^\$&%(\*&)\*(\_\*+()):"({:?KU  
refund 1 324234234&%^&%\*%#%\$%#%^\$&%(\*&)\*(\_\*+()):"({:?KU

int CommandLineParser::getInt()

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Subject: Re: !refund command broken  
Posted by [iRANian](#) on Mon, 09 Apr 2012 11:10:40 GMT  
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Oh ;/

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