

Subject: BRenBot GSA broadcasting issue
Posted by [iRANian](#) on Fri, 06 Jul 2012 18:55:24 GMT
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BRenBot adds a few erroneous backslashes to the data it sends to GSA, this doesn't matter except that it breaks the passworded option for GSA clients so players can't join a passworded server via GSA if the server is broadcast via the BRenBot module.

File Attachments

1) [brenbot_gsa_issue.png](#), downloaded 228 times

F	IP:Port	Game name	Map	Players	P...	Ping
*	174.36.116.30:8113	Jelly-Server.com [Marathon]	C&C_Complex	44/50		145
	149.3.132.90:1337	MP-Gaming.com Gamma Stats	RA_GuardDuty	15/34		54
	64.85.165.123:4852	! Exodus Co-op	M11	4/24		129
	188.138.84.233:7800	TiberiumCrystalWar.com	TCW_Walls	2/50		62
	188.138.84.134:6666	~~The Matrix Sniper No ReLoaD~~	C&C_Complex	2/40		134
	69.64.32.58:5004	RenCorner.NET - Marathon	C&C_Mesa	2/40		123
	188.138.84.233:7000	www.UltraAOW.com NewMaps 4.0	C&C_Mediterranean	1/52		39
	64.85.165.123:8787	Turbo-Technologies.us DM	M00_Tutorial	1/50		118
	174.36.116.30:6800	Jelly MiniMara [4.0]	C&C_Volcano	1/32		137
	69.64.43.141:4848	Wittebolx Gaming Mode	C&C_Mesa	1/32		141
	69.64.43.172:4863	! [DWC] Original BuildServer !	m03	1/18		162
	95.211.124.215:4880	TT Test server (TT/4.0)	C&C_Complex	0/126		14
	95.211.124.215:9001	TT APB Test Server	RA_Volcano	0/126		29

Option	Data	Player	Side	Score	Kills	D...	Ping	Time
ded	1	AngryCanadian	NOD	0			199	
dg\	password							
o	TC\							
ff\	SC\							

Connect Refresh

GSA: Total servers: 38 - Available: 30

Subject: Re: BRenBot GSA broadcasting issue
Posted by [Gen_Blacky](#) on Fri, 06 Jul 2012 19:27:03 GMT
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```
sub generate_rules
{
  my $string;
```

```
# $string .= "\\BW\1000000";
$string .= "\\CSVR\1";
$string .= "\\DED\1";
$string .= "\\DG\" . $config{'driver_gunner'};;
$string .= "\\password\" . serverStatus::getIsPassworded();
$string .= "\\TC\" . $config{'team_changing'};
$string .= "\\FF\" . $config{'friendly_fire'};
$string .= "\\SC\" . $config{'credits'};
$string .= "\\SSC\brenbot\" . main::BR_VERSION;
$string .= ( length($brconfig::config_gamespy_broadcast_website) > 0 ) ? "\\Website\" .
$brconfig::config_gamespy_broadcast_website : ";
$string .= ( length($brconfig::config_gamespy_broadcast_irc) > 0 ) ? "\\IRC\" .
$brconfig::config_gamespy_broadcast_irc : ";
$string .= ( length($brconfig::config_gamespy_broadcast_teamspeak) > 0 ) ? "\\Teamspeak\" .
$brconfig::config_gamespy_broadcast_teamspeak : ";
$string .= ( length($brconfig::config_gamespy_broadcast_ventrilo) > 0 ) ? "\\Ventrilo\" .
$brconfig::config_gamespy_broadcast_ventrilo : ";
$string .= "\\timeleft\" . serverStatus::getTime();
return $string;
}
```

doesn't it need the slashes.

Subject: Re: BRenBot GSA broadcasting issue
Posted by [iRANian](#) on Fri, 06 Jul 2012 19:29:26 GMT
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Seems it's not sending whether DG is "0" or "1" at all.

Subject: Re: BRenBot GSA broadcasting issue
Posted by [danpaul88](#) on Fri, 06 Jul 2012 20:04:59 GMT
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OK, it turns out there are two different problems here.

Whatever third party GSA client you are using is bugged and isn't parsing responses properly when keys have a blank value. If you used a real GSA client it would all work fine, except some of the 'rules' would be shown with no value (as sent by BRenBot).

As for why the values are blank, it looks like BRenBot doesn't even read some of those values from the configuration files anymore... they were probably missed out at some point when the config code was overhauled and nobody has ever noticed because they haven't been using buggy

GSA clients.. or nobody actually looks at the server rules...

So, I will fix the second issue for the next version of BRenBot but there's nothing I can do about your buggy client

Subject: Re: BRenBot GSA broadcasting issue
Posted by [iRANian](#) on Fri, 06 Jul 2012 20:19:18 GMT
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Thanks a bunch!
