Subject: BRenBot GSA broadcasting issue Posted by iRANian on Fri, 06 Jul 2012 18:55:24 GMT View Forum Message <> Reply to Message

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 374 times

RenList v1.0.5	down		9		X
<u>File</u> Options <u>H</u> elp					
WOL GSA					
F IP:Port	Game name	Мар	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	E
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	AngryCan	adian NOD 0		199	
dg\ password					
0 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 View Forum Message <> Reply to Message

sub generate_rules
{
 my \$string;

```
# $string .= "\\BW\\100000";
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 View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

Thanks a bunch!

Page 3 of 3 ---- Generated from Command and Conquer: Renegade Official Forums