
Subject: BRenBot

Posted by [Xpert](#) on Sun, 29 Jul 2012 01:09:33 GMT

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Is stupid stuff like this ever going to be fixed?

Quote:

[20:47:36] <x_X> !msg was kicked

[20:47:37] <JellyMarathon> Host: (x_X@IRC): was kicked

[20:47:37] <JellyMarathon> Host: (x_X@IRC): was kicked

Quote:

[20:47:12] <JellyMarathon> MUDKIPS: [02:00:26] <&JellyMarathon> Player DickClark joined the game

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[20:47:13] <JellyMarathon> Host: [DickClark] every game is a MUST WIN with WINclark

[20:47:13] <JellyMarathon> [Team] Wizard17: so we lost both It tanks in the last go round?

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[20:47:14] <JellyMarathon> [Team] Alphafat: back of the barracks c4-ed in case they try apc rush

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[20:47:14] <JellyMarathon> Host: [DickClark] every game is a MUST WIN with WINclark

[20:47:17] <JellyMarathon> Host: [BR] DickClark is cooking up some nuclear strike bacon. (672 recommendations)

Basically, if you do things that mimic the bot in or out of game, the bot will respond to it as if it's a legit message coming from the FDS such as when someone joins the server or when someone gets kicked.

Subject: Re: BRenBot

Posted by [Sean](#) on Sun, 29 Jul 2012 02:45:00 GMT

Xpert wrote on Sat, 28 July 2012 18:09: Is stupid stuff like this ever going to be fixed?

Quote:

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Basically, if you do things that mimic the bot in or out of game, the bot will respond to it as if it's a legit message coming from the FDS such as when someone joins the server or when someone gets kicked.

Instead of qqing about errors, why don't you get Jelly to run your CloudyServ since it's superior in your opinion.

Subject: Re: BRenBot
Posted by [Distrbd21](#) on Sun, 29 Jul 2012 03:04:45 GMT

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lol at sig az ^_^

Subject: Re: BRenBot
Posted by [Ethenal](#) on Sun, 29 Jul 2012 05:24:11 GMT
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I had to reveal your post from ignore to read it, and naturally I regretted doing so. Jelly is certainly not going to run CloudyServ.

I don't know why you're saying "qqing about errors" because he discovered one that can actually remove a user's temporary moderator not to mention probably regular moderator status too. They're actually pretty bad bugs.

Subject: Re: BRenBot
Posted by [Xpert](#) on Sun, 29 Jul 2012 07:11:13 GMT
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Azazel wrote on Sat, 28 July 2012 22:45

Instead of qqing about errors, why don't you get Jelly to run your CloudyServ since it's superior in your opinion.

Instead of adding input that doesn't help fix this problem, how about you not comment any further.

There are numerous dumb bugs in BRenBot that can cause problems. I already exploited a few on Jelly while testing to see if the bugs still exist and they infact do.

Not to mention using !page to crash the server and being able to change things like people's setjoins without even being on their name. It's a huge backdoor and I can pretty much exploit any 4.0 server running BRenBot with simple sentences the bot would usually read off the FDS.

Subject: Re: BRenBot
Posted by [danpaul88](#) on Mon, 30 Jul 2012 08:13:13 GMT
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Well if people would actually report bugs I might be able to fix them. First I have heard of any of these, if you want to actually give me exact reproduction steps I will look into fixing them.

It's no good jumping up and down frothing at the mouth about things not being fixed if you have never bothered to report them as bugs in the first place...

Subject: Re: BRenBot
Posted by [cAmpa](#) on Mon, 30 Jul 2012 09:02:52 GMT
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Quote:[10:58:11] <@AOW> Initializing Ren Mode: hi
[10:58:11] <@AOW> Initializing Ren Mode: hi
[10:58:12] <@AOW> BoorMachine killed theirsself.
[10:58:18] <@AOW> Initializing Ren Mode purchased a vehicle
[10:58:31] <@AOW> Initializing Ren Mode: !version
[10:58:31] <@AOW> Initializing Ren Mode: !version
[10:58:31] <@AOW> Host: [BR] I'm running BRenBot 1.53 (build 11).
[10:58:31] <@AOW> Host: [BR] BRenBot is Copyright 2003-2012 by Tiberian Technologies. All rights reserved.
[10:59:00] <@AOW> Host: [BR] [TRCU]Great_Spanish has stolen a GDI Humvee!
[10:59:08] <@AOW> Host: [BR] Initializing Ren Mode has stolen a GDI Humvee!
[10:59:17] <@AOW> Initializing Ren Mode: m
[10:59:17] <@AOW> Initializing Ren Mode: m

;P

Subject: Re: BRenBot
Posted by [Gen_Blacky](#) on Mon, 30 Jul 2012 09:23:00 GMT
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Basically anything and everything in renlog you can exploit with player name or sending a msg to the fds!

Initializing .+ Mode

Loading level .+

Level loaded OK

Ect.

Surprised no one said anything before, thought you knew..... You could do this for a long time. pre br 1.52

Subject: Re: BRenBot
Posted by [danpaul88](#) on Mon, 30 Jul 2012 09:50:59 GMT
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That's due to a limitation of renlog whereby for some messages it is actually impossible to determine programatically whether a given string is an ingame message from a player or

something else, due to the fact chat messages don't have a uniquely recognizable format.

For instance, the following string;

My: Name: Is: Fred

Can either be;

A player with the name "My" saying "Name: Is: Fred"

A player with the name "My: Name" saying "Is: Fred"

A player with the name "My Name: Is" saying "Fred"

There's simply no way to tell the difference due to the lack of any unique symbols in the message that players are unable to use in their usernames to determine the correct location for the split.

This becomes worse when you get things like;

Player: was kicked

This is either;

A player with the name "Player:" being kicked from the game

A player with the name "Player" saying "was kicked"

To a human it might be obvious which it is, but for a regular expression it could easily be either of the two. Westwood unfortunately created a rather ambiguous format for the renlog file which results in these cases where it's not possible to tell what a message is supposed to be.

For some cases I might be able to tighten up some of the regexes where the 'variable' parts have a finite number of possible known values (ie: Initialising WOL/GSA Mode) but other cases are less clear cut.

But, for the record, this is indeed the first time anyone has ever bothered reporting this as an issue, I was unaware there were any problems with Renlog parsing in the 1.53.* versions of BRenBot.

Subject: Re: BRenBot

Posted by [Gen_Blacky](#) on Mon, 30 Jul 2012 10:21:08 GMT

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the simple fix would be to add new chat msg output for ssgm 4.0 so its easy to determine what is what.

I wouldn't really worry about backwards compatibility other then 4.0 servers.

Not allowing players to have spaces in their names fixes most of the problems.

Then filtering out msg's from players to not send to renlog.

Having stricter regex matches like you said would help.

```
if ( $line =~ /^Initializing .+ Mode/ )  
to  
if ( $line =~ /^Initializing\s.+sMode$/ )
```

Initializing LAN Mode

Initializing GameSpy Mode

Initializing Westwood Online Mode

like this would fix if a player name was "Initializing .+ Mode" but not if the player said "Initializing .+ Mode" while their name is "Initializing .+ Mode"

"Initializing REN Mode: Initializing v Mode " would trigger

"Initializing REN Mode: blah" wouldn't

"PlayerName: Initializing REN Mode" wouldn't

Just try to narrow down all the regex in renlog I guess.

Subject: Re: BRenBot

Posted by [StealthEye](#) on Mon, 30 Jul 2012 11:38:51 GMT

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Why don't we just block player names that contain a colon and update the regexes to disallow colon matching in names? Would that not solve all/most of the ambiguity?

I was actually under the impression that nicks containing colons or spaces were already blocked, but that does not seem to be the case.

Subject: Re: BRenBot

Posted by [danpaul88](#) on Mon, 30 Jul 2012 12:11:20 GMT

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It would certainly help. BRenBot does disallow some characters already, I'm surprised the colon

isn't one of them actually.

Subject: Re: BRenBot
Posted by [Ethenal](#) on Mon, 30 Jul 2012 14:18:17 GMT
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StealthEye wrote on Mon, 30 July 2012 06:38 Why don't we just block player names that contain a colon and update the regexes to disallow colon matching in names? Would that not solve all/most of the ambiguity?

I was actually under the impression that nicks containing colons or spaces were already blocked, but that does not seem to be the case.
I thought so too, I've seen code in scripts.dll (4.) somewhere that checks nicknames and removes them if there are characters it doesn't like... BRenBot also does its own nickname checking as well.

Btw, since you're looking at this danpaul, did BR ever fill in the \$args{settings} hash for plugins? It works in the stock commands, but not in plugins (for me at least).

Subject: Re: BRenBot
Posted by [danpaul88](#) on Mon, 30 Jul 2012 15:00:43 GMT
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Ethenal wrote on Mon, 30 July 2012 15:18
Btw, since you're looking at this danpaul, did BR ever fill in the \$args{settings} hash for plugins? It works in the stock commands, but not in plugins (for me at least).

Not sure to be honest, remind me to have a look at the code sometime. I am at work at the moment so don't have access to my SVN (bloody proxies...)

Subject: Re: BRenBot
Posted by [danpaul88](#) on Thu, 02 Aug 2012 07:34:03 GMT
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I'm hoping to get some time to work on this sort of stuff over the weekend, so if anyone is sitting on any other unreported bugs now would be a good time to report them. Ditto for anything reported a long time ago that's not been fixed, odds are I forgot about it. Feel free to remind me.

Subject: Re: BRenBot
Posted by [Lazy5686](#) on Fri, 03 Aug 2012 14:49:45 GMT
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StealthEye wrote on Mon, 30 July 2012 04:38Why don't I was actually under the impression that nicks containing colons or spaces were already blocked, but that does not seem to be the case. Spaces are not, we've been running a plugin for years that changes them to underscores.

Subject: Re: BRenBot
Posted by [Ani](#) on Sun, 05 Aug 2012 06:57:02 GMT
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Since we're talking about improving BRenBot, I have 2 suggestions:

- 1) Add an option to where if there is below a certain amount of players in-game player recommendations & rank stats don't get updated.
- 2) Limit the amount of spam that can be created from repeatedly hitting Page Up/Down for polls...

Just my 2 cents..

Subject: Re: BRenBot
Posted by [Gen_Blacky](#) on Sun, 05 Aug 2012 07:04:30 GMT
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Update player gameobject ids if bot starts in middle of game. Like use LISTPLAYERSOBJECTIDS from reborns console commands or send the on CREATED;SOLDIER log.

Subject: Re: BRenBot
Posted by [danpaul88](#) on Sun, 05 Aug 2012 11:24:43 GMT
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Ani wrote on Sun, 05 August 2012 07:57

- 2) Limit the amount of spam that can be created from repeatedly hitting Page Up/Down for polls...

That's not BRenBot doing that... so nothing I can do about it. Key hooks are done in server side code.

Subject: Re: BRenBot
Posted by [danpaul88](#) on Sun, 05 Aug 2012 11:27:08 GMT
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Gen_Blacky wrote on Sun, 05 August 2012 08:04Update player gameobject ids if bot starts in middle of game. Like use LISTPLAYERSOBJECTIDS from reborns console commands or send

the on CREATED;SOLDIER log.

I'm not sure what you mean by this? GameObject IDs are already updated on the CREATED logs.

Subject: Re: BRenBot
Posted by [cAmpa](#) on Sun, 05 Aug 2012 11:39:02 GMT
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danpaul88 wrote on Sun, 05 August 2012 13:27Gen_Blacky wrote on Sun, 05 August 2012 08:04Update player gameobejct ids if bot stars in middle of game. Like use LISTPLAYERSOBJECTIDS from reborns console commands or send the on CREATED;SOLDIER log.

I'm not sure what you mean by this? GameObject IDs are already updated on the CREATED logs.

I think he means, when the bot starts in the middle of the game, it needs to wait for the next CREATED;SOLDIER to get the player information.

Subject: Re: BRenBot
Posted by [danpaul88](#) on Sun, 05 Aug 2012 17:18:29 GMT
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Well, that was never considered a high priority thing to look into because it's uncommon to restart the bot in the middle of a game. Normally the bot and FDS are loaded at the same time and thus all CREATED:blah gamelog entries would be read by the bot for the first map in the rotation.

Subject: Re: BRenBot
Posted by [Ani](#) on Sun, 05 Aug 2012 17:30:07 GMT
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What about

Quote:Add an option to where if there is below a certain amount of players in-game player recommendations & rank stats don't get updated.

Subject: Re: BRenBot
Posted by [danpaul88](#) on Sun, 05 Aug 2012 17:34:12 GMT
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Ranks are part of a plugin and not BRenBot itself, I am currently focussing on core BRenBot features rather than plugin updates. That said it should be easy to add that option, there's already one for 'minimum score' for a player to be ranked in a given game (and it also won't rank you if

there is only one team in the game, just FYI).

As for recommendations, you can alter the thresholds at which recommendations are given in the brenbot.cfg file, it shouldn't be hard to find values high enough to effectively prevent them being given in small games.

Subject: Re: BRenBot
Posted by [Gen_Blacky](#) on Sun, 05 Aug 2012 21:02:42 GMT
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danpaul88 wrote on Sun, 05 August 2012 11:18 Well, that was never considered a high priority thing to look into because it's uncommon to restart the bot in the middle of a game. Normally the bot and FDS are loaded at the same time and thus all CREATED:blah gamelog entries would be read by the bot for the first map in the rotation.

Yea its not a big deal. functions like getPlayerFromObjectID wont work until the player gets killed or they change characters. Most of the gamelog stuff wont work or ranks wont work correctly.

I have just seen jelly restart brenbot in middle of game. Their usually are people with the last hotwire or something. On jelly marathon it could be hours before they are killed. They wont achieve any recommendations or have their rankstats updated ect, until a new game starts.

Just thought i would mention it.

Subject: Re: BRenBot
Posted by [danpaul88](#) on Sun, 05 Aug 2012 21:24:17 GMT
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How can you play the same round of Renegade for hours? I would be bored out of my mind after half an hour or so of the same map, same teams etc.... especially when everything but the power plant or something is destroyed on both teams, as usually ends up happening in marathon games.... hours and hours of rifle soldiers shooting each other, whoopee...

Anyway, I digress from the topic...

Subject: Re: BRenBot
Posted by [Sean](#) on Sun, 05 Aug 2012 21:58:01 GMT
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danpaul88 wrote on Sun, 05 August 2012 14:24 How can you play the same round of Renegade for hours? I would be bored out of my mind after half an hour or so of the same map, same teams etc.... especially when everything but the power plant or something is destroyed on both teams, as usually ends up happening in marathon games.... hours and hours of rifle soldiers shooting each

other, whoopee...

yup, basically why aow > marathon

Subject: Re: BRenBot
Posted by [Ethenal](#) on Sun, 05 Aug 2012 22:54:22 GMT
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What blacky is talking about is basically only a valid issue for Jelly, as BRenBot often gets restarted without the server being restarted because we prefer to restart the server as little as possible (so as not to interrupt large games).

Subject: Re: BRenBot
Posted by [danpaul88](#) on Mon, 06 Aug 2012 07:24:15 GMT
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I'm curious to know why you restart the bot so often? With the GSA query spam filtering improvements in the latest versions memory usage shouldn't keep increasing like it did before.

Subject: Re: BRenBot
Posted by [Lazy5686](#) on Tue, 07 Aug 2012 02:59:45 GMT
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I haven't seen either of our BR bots go down in the last week or longer unless something happened and nobody told me...

Only reason I can see for restarting the bot is to update or add plugins.
