
Subject: Certain gamelogs

Posted by [Xpert](#) on Mon, 30 Sep 2013 18:17:05 GMT

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Is there an option to disable certain gamelogs. Specifically, the ones that show [ALERT], [BEACON] and [GENERAL]. And if there's an option to disable them, will it effect anything or prevent some other functions from working?

Subject: Re: Certain gamelogs

Posted by [danpaul88](#) on Tue, 01 Oct 2013 08:25:16 GMT

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Disable them where? In SSGM itself? Or in BRenBot?

If it's in SSGM itself... just get whatever code you have parsing the TCP output to ignore those messages, it won't net you any performance gains worth the effort to actually remove them from the SSGM codebase.

Subject: Re: Certain gamelogs

Posted by [Xpert](#) on Tue, 01 Oct 2013 09:59:44 GMT

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I'm talking about BRenBot. That's why I posted here lol.

I want to disable it from relaying to IRC in BRenBot. Is there an option for it?

Subject: Re: Certain gamelogs

Posted by [ExEric3](#) on Tue, 01 Oct 2013 16:14:57 GMT

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Xpert wrote on Tue, 01 October 2013 11:59 I'm talking about BRenBot. That's why I posted here lol.

I want to disable it from relaying to IRC in BRenBot. Is there an option for it?

I don't think there are options to disable them. brenbot.cfg offer only this:

```
Gamelog_Show_Vehicle_Purchase = 0
Gamelog_Show_Crate_Messages = 1
Gamelog_Show_Kill_Messages = 0
Gamelog_Show_Vehicle_Kill_Messages = 0
Gamelog_Show_Building_Kill_Messages = 0
```

But you can modify brenbot code. Go to temp directory in Windows (dunno where you have it located) but my is here - for example:
C:\Windows\TempHP\par-ExEric3\cache-8b414b05852493a429e17701a4aad9bfdd079d9finc\lib\

and find file: ssgm.pm

I don't know how modify it. If just removing will help or something else. After file save just restart BRenBot. By this way I modded color codes for IRC output.

Subject: Re: Certain gamelogs
Posted by [danpaul88](#) on Thu, 03 Oct 2013 12:30:25 GMT
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ExEric3 wrote on Tue, 01 October 2013 17:14 After file save just restart BRenBot. By this way I modded color codes for IRC output.

Actually the newest versions of BRenBot have an optional teams.cfg config that allows you to override the per-team IRC colours these days.

Subject: Re: Certain gamelogs
Posted by [Xpert](#) on Thu, 03 Oct 2013 17:24:24 GMT
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So there's technically no way to remove those log messages without doing what Eric suggested?

Subject: Re: Certain gamelogs
Posted by [danpaul88](#) on Fri, 04 Oct 2013 10:36:13 GMT
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Not at present, feel free to request it though. I tend to use the BR bug tracker over at BHP as the go-to place for feature requests and bug reports these days.

<https://www.bluehellproductions.com/forum/index.php?app=tracker&showproject= 18>

Subject: Re: Certain gamelogs
Posted by [Gen_Blacky](#) on Tue, 08 Oct 2013 18:07:03 GMT
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danpaul88 wrote on Fri, 04 October 2013 04:36 Not at present, feel free to request it though. I tend to use the BR bug tracker over at BHP as the go-to place for feature requests and bug reports these days.

<https://www.bluehellproductions.com/forum/index.php?app=tracker&showproject=18>

good to know.

I like the new moduler plugin system. But if you use a poe kernel timer in a plugin it wont have a result. For example.

```
sub start
{
my ( $kernel, $session, $heap, $args ) = @_ [ KERNEL, SESSION, HEAP, ARG0 ];
my %args = %{$args};
my $next_time = int( time() ) + 15;
$kernel->alarm( SomeSub => $next_time => \%args );
}
```

The plugin wont load in plugin.pm. Get successful execution of plugin a different way?

```
$poe .= " plugin_start => sub {
    my \$result = plugin_event(".$plugin_name.", 'start', \@_);
    if ( defined(\$result) and \$result == 0 )
    {
        set_state(".$plugin_name.", 2);
        unload_plugin(".$plugin_name.");
    }
}, \n";
```

Subject: Re: Certain gamelogs
Posted by [danpaul88](#) on Wed, 09 Oct 2013 09:24:05 GMT
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Just add return 1; to the end of your start subroutinue if you don't have any fail conditions such as bad config, missing database etc.

Subject: Re: Certain gamelogs
Posted by [Gen_Blacky](#) on Wed, 16 Oct 2013 18:03:26 GMT
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ah right cool.
