
Subject: BRenBot 1.52 released!

Posted by [danpaul88](#) on Mon, 10 Sep 2007 00:58:56 GMT

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Well, it's been hovering on the verge of completion for a long time now, and it's finally here. BRenBot 1.52 includes a lot of bug fixes and changes, and also comes with a new automatic update client which can download and install future updates to BRenBot and any compatible plugins you have installed.

Downloads are available from <http://new.brenbot.com/>, which will also soon have plugins available for download. Please note that if you are already running BRenBot you can simply download the BrLoader client at the bottom of the downloads page, which will offer to update BRenBot to 1.52 when you run it. However it is recommended that you use the full installers if you wish to install any of the extras that are included in the installers as well (such as BIATCH, SSGM, BRenBot.dll, updated plugins etc)

Hopefully this release should go smoothly, as I have spent the last few hours testing the installer, but you never really know, so as always I strongly recommend you create a manual backup of your files before installing the update.

If you experience problems running 1.52 I suggest disabling any plugins other than those included with the 1.52 installer, and trying again, as older plugins may cause problems or even crash under 1.52 due to some necessary changes in the plugin interface. Updated versions of all my plugins will be available on the BRenBot website shortly. Also note that BrLoader CANNOT update older plugins as they do not register themselves in the BRenBot database.

Official changelog for 1.52 (Since 1.50.2)

Quote:1.52.1 (10 Sep 07)

- Major restructuring of player and game data within the bot
- IRC messages are no longer prefixed with [BR] (unless prefixIRCMessages is set to 1)
- End of game recommendations now correctly show map name instead of just 'last round'
- All references to 'BlazeRegulator' have been replaced with 'BRenBot'
- Added \$args{id} and \$args{side} parameters to playerjoin event in plugin interface
- Modules now appear in orange when in an error state
- Support for SSGM 2.0 added
- Default file extensions are now .cfg and .log, which are more standard extensions
- New config option, Moderators_Show_Join_Message, which controls if the join message for moderators is shown (XYZ is a full moderator etc)
- Replaced POE IRC code with custom IRC code
- Added option for second IRC channel
- New commands.xml tag 'hideInHelp', which prevents the command from being shown in !help
- Gamelog_* settings can now be set to 0, 1 or 2. 1 Shows in admin channel only, 2 in both channels
- New config file mapsettings.xml, allows you to setup custom minelimits, vehicle limits

- and rules for any map.
- New module map_settings controls whether custom map settings are used.
 - Removed module minelimit
 - Renamed module usermessages to join_messages
 - Added MD5 encryption to auth passwords
 - Bugfix to plugin interface to allow plugins with only one gamelog or renlog hook to load properly
 - Added new paging system which supports using CMSGP in place of ppage if both server and client have an updated bhs.dll. Controlled using the new Enable_CMSG_Paging option
 - Added !vehiclelimit command to show / set vehicle limit
 - Added !recommendations (!recs) command to page a player their current recs and n00bs
 - Updated !minelimit to be able to also set the minelimit when used by a moderator
 - Added support for IRC Oper auth
 - Fixed bug in plugin interface for plugins with no commands
 - Kicked players are now automatically kicked if they rejoin again within 24 hours. This means !qkick and !kick are no longer the same thing for GSA / Direct Connect users
 - Fixed bug where gameresults plugin event was not triggered properly
 - Modified !teamplayers and !shown00bs so they can only be used once every 2 minutes
 - Fix to prevent the bot hanging when a player has more recs than there are entries in recs.txt
 - Added plugin::pagePlayer(\$player, \$sender, \$message) to the plugin interface
 - Added plugin::RenRemCMDtimed (\$command, \$delay) to the plugin interface
 - Adjustment to socket handling to improve memory usage
 - Updated ban system to use one central table instead of three separate ones
 - Added !banip command to ban an ip or ip range. Range format is 123.123.123
 - Modified !ban command to allow banning usernames which are not ingame

NB: I will not be online again for a few hours after posting this as it's 2am here, so don't start getting annoyed if I don't reply instantly! I do need to sleep sometime you know I will respond to any problems or queries as soon as I can

I will try to get a Linux version out as soon as possible...
