
Subject: BRenBot Source - Gitlab
Posted by [danpaul88](#) on Sat, 29 Dec 2012 15:20:53 GMT
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I've decided to migrate the BRenBot source code from my locally hosted SVN server to an online git repository;

<https://gitlab.com/danpaul88/brenbot>

You are welcome to branch from this code and/or submit merge requests for inclusion in future BRenBot builds.

Community developers who are in good standing may also request additional permissions in the repository, which I will consider on a case-by-case basis, which includes being able to commit directly to the master branch without a merge request.

There is also an issue tracker available for reporting bugs / requesting new features.

Questions / suggestions about the source control of the BRenBot project are welcome.

Subject: Re: BRenBot Public SVN
Posted by [Ethenal](#) on Sat, 29 Dec 2012 21:24:32 GMT
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Thanks danpaul, that's very useful! I attempted to get PAR::Packer to install on my Strawberry perl installation a month or two ago, but it kept failing repeatedly - you have detailed instructions in the SVN, so I might actually be able to get it to work now.

Sticky would be awesum!

Subject: Re: BRenBot Public SVN
Posted by [EvilWhiteDragon](#) on Sun, 30 Dec 2012 00:08:32 GMT
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Stickied

Subject: Re: BRenBot Public SVN
Posted by [StealthEye](#) on Sat, 05 Jan 2013 15:54:58 GMT
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Very nice indeed! I'll set up the environment later. There's no reason not to run directly from source, is there? That way, from what I understand, I don't need PAR either.

Subject: Re: BRenBot Public SVN
Posted by [Ethenal](#) on Sat, 05 Jan 2013 18:30:02 GMT
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StealthEye wrote on Sat, 05 January 2013 09:54 Very nice indeed! I'll set up the environment later. There's no reason not to run directly from source, is there? That way, from what I understand, I don't need PAR either.

You know, I was thinking that myself - however, as I've had a previous issue years ago, if I attempt to run a version of BR from source on Jelly's box with a Perl install, it seems to conflict with the Perl versions bundled with the other .exes (as naturally Jelly's box has a couple of BRenBot instances laying around). I might try it again sometime.

I just reformatted my laptop and it's all nice and clean and WORKING (thanks, WINDOWS) - so maybe I can actually set up the PAR environment properly now.

Subject: Re: BRenBot Public SVN
Posted by [danpaul88](#) on Sun, 06 Jan 2013 01:54:15 GMT
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No, you don't need PAR if you don't want to build executables. As for the whole "conflicting with other perl installs" bit, it should be OK as long as you're running only the brenbot source, rather than the entry point extracted from the zip file (which adds lots of fancy stuff to cache files etc, which might cause problems).

Subject: Re: BRenBot Public SVN
Posted by [danpaul88](#) on Thu, 10 Jan 2013 23:52:31 GMT
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If anyone feels like doing some testing, I just made the following commit;

Revision: 181
Author: danpaul88
Date: 23:51:12, 10 January 2013
Message:

More work on plugin load/unload code, added some IRC based plugin management commends, these are considered alpha quality but feel free to try them out and let me know how well they work (or if they don't work at all!)

Modified : /BRenBot 1.x/trunk/Source/brenbot.pl
Modified : /BRenBot 1.x/trunk/Source/commands.pm
Modified : /BRenBot 1.x/trunk/Source/commands.xml
Modified : /BRenBot 1.x/trunk/Source/plugin.pm

Subject: Re: BRenBot Public SVN
Posted by [danpaul88](#) on Fri, 11 Jan 2013 20:46:32 GMT
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OK, I've been working on these plugin load/unload commands most of this evening and last and am happy that they appear stable and function correctly with the plugins I have tested. If anyone runs into any problems with them, let me know, but chances are problems will be caused by misbehaving plugins not shutting down cleanly on the stop event.

Subject: Re: BRenBot Public SVN
Posted by [BillieJoe67](#) on Fri, 30 May 2014 15:14:54 GMT
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This confused me earlier:

```
<command name="plugins">  
  <syntax value="!load_plugin &lt;plugin&gt;"/>  
</command>
```

```
<command name="plugin_load">  
  <syntax value="!load_plugin &lt;plugin&gt;"/>  
</command>
```

The syntax need changing to reflect the commands. Thanks!

Subject: Re: BRenBot Public SVN
Posted by [Jerad2142](#) on Sat, 07 Jun 2014 21:05:42 GMT
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Is the next release coming up soon?

Subject: Re: BRenBot Source - Gitlab
Posted by [danpaul88](#) on Sat, 02 May 2015 19:13:25 GMT
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I've updated the first post in this topic to reflect the new location for BRenBot source code - the old SVN repository will remain online for the time being, but will probably not be updated with new code changes.

Subject: Re: BRenBot Source - Gitlab
Posted by [Ethenal](#) on Sun, 03 May 2015 00:12:19 GMT
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Sweet. I'd WAY rather use Git than SVN. Thanks danpaul!
