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Subject: Bot library for discord, bombs example adapted.  
Posted by [jjacksonRIAB](#) on Thu, 14 Jun 2018 20:11:10 GMT  
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<https://github.com/BornTactical/DiscordUpp>  
It's far from full-featured, but I've had fun writing simple bots with it.

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Subject: Re: Bot library for discord, bombs example adapted.  
Posted by [Xemuth](#) on Wed, 17 Apr 2019 09:29:02 GMT  
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Hello jjacksonRIAB,

Have tested it today, worked like charm ! I think I will use it to create a strong bot on my discord :)  
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thanks a lot for your Job !

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Subject: Re: Bot library for discord, bombs example adapted.  
Posted by [jjacksonRIAB](#) on Wed, 17 Apr 2019 09:52:34 GMT  
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Glad you found it useful. :d

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Subject: Re: Bot library for discord, bombs example adapted.  
Posted by [Xemuth](#) on Fri, 08 Nov 2019 12:39:04 GMT  
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Hello JjacksonRIAB,

I face a problem with your lib, when I use it on Linux it crash after few hours of running.

here is the crash message :

last line : "Erreur de segmentation" mean "segmentation error"

The code I use to produce this error is really simple :

```
#include <Core/Core.h>
#include "Discord.h"
using namespace Upp;
```

```
CONSOLE_APP_MAIN
{
```

Discord bot(<botID>, <botToken>);

```
bot.WhenMessageCreated = [&](ValueMap payload) {
    String channel = payload["d"]["channel_id"];
    String content = payload["d"]["content"];
    String userName = payload["d"]["username"];

    if(content.StartsWith("!hello")) {
        bot.CreateMessage(channel, "hello, world!");
    }
};

bot.Listen();
}
```

Have you any idea of how to fix this ?

Thanks in advance.

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Subject: Re: Bot library for discord, bombs example adapted.  
Posted by [jjacksonRIAB](#) on Fri, 08 Nov 2019 13:33:14 GMT  
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In Discord.h I'd add

```
Event<> BeforeSocketReceive,
        WhenDisconnected;
```

and I'd call it from Discord.cpp

```
else if(ws.IsClosed()) {
    LOG("Socket closed unexpectedly");
    LOG(ws.GetError());
    WhenDisconnected();
    return;
}
```

Hopefully then I could just subscribe to that event and run Listen() again.

```
bot.WhenMessageCreated = [&](ValueMap payload) {
    String channel = payload["d"]["channel_id"];
    String content = payload["d"]["content"];
    String userName = payload["d"]["username"];
```

```
if(content.StartsWith("!hello")) {  
    bot.CreateMessage(channel, "hello, world!");  
}  
};  
  
bot.WhenDisconnected = [] {  
    bot.Listen();  
};
```

I think your connection is just being hard killed from Discord's end without the courtesy of a Resume event.

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Subject: Re: Bot library for discord, bombs example adapted.  
Posted by [Xemuth](#) on Tue, 12 Nov 2019 08:48:56 GMT  
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Hello jjacksonRIAB,

Thanks for your help, I have try this fix but, Unfortunately the bot still crash after few day's of running. Since I compiled it in release mode I dont get any log and I got no idea of why it's crashing. I will dig up the case.

Do your bot crash after few day ? if no, what's your OS ?

Thank's in advance

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Subject: Re: Bot library for discord, bombs example adapted.  
Posted by [jjacksonRIAB](#) on Mon, 18 Nov 2019 23:18:30 GMT  
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Unfortunately I don't think I'll be able to assist in tracking this one down. My machine has some kind of hardware failure (I'm assuming a bad PSU) which causes it to spontaneously and randomly reboot. I'd be lucky if I could get a bot running for an entire day, let alone three, so my only option right now is guesswork.

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