

ImpCtrl – Imperium command-line util

What is ImpCtrl:

Imperium was designed to try and fill as many of the requests for new features in Amiga Empire as possible. One of the most common request (from people actually running the game as opposed to people who played it) was some way of executing certain commands at predetermined times from outside the game. ImpCtrl allows you to do this.

ImpCtrl (Imperium Control) is a run-time utility mainly intended for use in "cron" tables. By "run-time" we mean that it requires the server to be up and accepting new clients. ImpCtrl does not "control" or modify the database files directly - it goes through the server just like a "normal" player.

ImpCtrl commands/options:

Following are the various command-line arguments you may pass ImpCtrl when starting it up. You may also put multiple commands together (using the standard Unix "-" format) in a group: IE: "-lumPL" instead of "-l -u -m -P -L".

-l

Indicates the start of a command or series of commands that will be updating the database, and so should be protected from shutdown requests.

-L

Indicates that you are done executing commands that will change the various data files. You are free to use as many "l" and "L" pairs as you wish to block sets of operations.

-p

Requests the system to print out the current power report. Note that this MAY request input from you, and so should NOT be used in a cron script.

-P

Executes a "power force" command. This command will fail if someone is already updating the power report.

-u

Updates all the planets.

-m

Updates all the robot miners.

-f

Flushes the servers buffers to disk. This will not be needed if your server is set to flush buffers on client termination, or the deity selectable flag has been turned on that flushes buffers when a player logs out.

servlog=<on>|<off> [on]

Indicates whether or not ImpCtrl should generate server log files for it's operation. This will prevent your log file from being filled with useless started/terminated messages.

Additionally, you may select one of two options that control what game (if you have more than one running at a time) ImpCtrl should connect to:

-t

Will connect ImpCtrl to the "test" game.

port=<port name>

Will connect you to the game on the specified port.

Also note the following: the order of commands specified WILL BE USED. Thus you must make sure and place them in the order you wish them executed.

Misc. info:

When you run ImpCtrl you will get the output (if any) commands printed to stdout, you may feel free to redirect this to a file (to make a hard copy of a power report, for example), or to /dev/null if you don't want to see it.

Why isn't ImpCtrl combined with ImpShut:

ImpCtrl and ImpShut perform two different tasks, although the name of "control" might lead you to think otherwise. ImpShut is a utility that is specifically designed to talk to the server, and knows nothing about the Imperium game itself. It doesn't even get linked with the Imperium library.

ImpCtrl on the other hand DOES know about the Imperium game, and also makes use of the Imperium library. It is actually a full "client", except that it uses a different entry point into the Imperium library which allows it to do certain things without requiring the deity to set up a special "player" that is used for "owning" utilities like ImpCtrl.

*** Be sure to read the file "security.doc" for information on setting up the ic.allow file properly!