

UABlunt: Development Manual

"I spent the whole weekend trying to find a solution that serverless instances would like but it was impossible, especially since Lambda doesn't like the Telegram API. So I've put together some code on a Cloud9 instance and at least we'll have something to work with. If I find a PC that I can keep running without consuming too much, I could use it as a server in a while."

-Flavio

Retrieve feedbackBot

-Establish webhook with the feedbackBot that we had had active until now by entering this link:

[https://api.telegram.org/bot\[REDACTED\]](https://api.telegram.org/bot[REDACTED])

[\[REDACTED\]/setWebhook?url=\[REDACTED\]](#)

//Censored for security reasons, available in Internal Communications

NO MATTER WHO ACCESSES THIS LINK, THE WEBHOOK WILL BE CREATED IN ANY CASE. Please, do not access without an explicit reason as it will cause the server to crash.

Initialize the developing bot

-Delete webhook: VERY IMPORTANT to avoid the 409 error, but it is only necessary once:

[https://api.telegram.org/bot\[REDACTED\]](https://api.telegram.org/bot[REDACTED])

[\[REDACTED\]/deleteWebhook?url=\[REDACTED\]](#)

//Censored for security reasons, available in Internal Communications

-In the Cloud9 console:

```
screen python3 bot.py
```

ONLY ONE PERSON CAN DO THIS (setting your computer as server) AT AN INSTANT IN TIME OR A CONFLICT WILL OCCUR (409)

What file should we work on?

On the "bot.py" file stored in the UABlunt instance within Cloud9.

credentials

User: UABlunt_dev

Password: [REDACTED] //Censored for security reasons, available in Internal Communications

You have to access via [https://\[REDACTED\].signin.aws.amazon.com/console](https://[REDACTED].signin.aws.amazon.com/console)

409 error for no apparent reason

The bot thinks it's running from a Webhook, just like it did when it was a feedbackBot, but that's not the case anymore.

If when doing the server screen a conflict appears with error code 409 and there are NOT two people doing the screen at the same time (make sure that this is not the case), you have to do the SET of the feedbackBot Webhook and then the delete, as it is. That usually fixes it.

It is not always fixed this way, it would be convenient to investigate the problem further.

Current state of the bot

More things could be added, but there is already a ""language selection"" and a Registration that ends with the first steps of the role assignment. ***SUBSEQUENT APPENDIX: The buttons "under the messages", the so-called Inline Buttons, cause problems because they don't behave as expected and are the basis of how the game works.

Logs

ALL messages sent by a user are saved in a text file hosted on Cloud9 itself, called log<chat_id>.txt

Global variables

Beyond the problem of the Telegram API in Lambda, the most problematic thing has been that it does not recognize global variables. In Cloud9, luckily, that doesn't happen, but remember that global variables declared outside of a function must be re-declared as a global <variable> in the function that depends on them. You can check it in the registration booleans that are declared at the beginning and then in the registration function.

Complexity

The code may seem complex, but it is very readable and together with the comments you can get an idea, ask me ANYTHING, we can meet or make a call if you want.

Link to the bot

I leave you the link again so that you can also access it from Telegram Web:
http://t.me/UABlunt_bot

reset

To reset the bot if you try it and it crashes, type '/start' in the c9 console and it will reset everything (the log file will be kept). ***SUBSEQUENT APPENDIX: This can cause problems, but they are irrelevant.