
Subject: Brenbot 1.40 not reporting to gsa
Posted by [jjkuby](#) on Thu, 02 Dec 2004 21:29:07 GMT
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Ok I got a couple of problems after installing the SS-CP1 win 32 update onto a fresh FDS install i did not install anything else.

#1 brenbot does not seem to be sending the game to GSA

#2 On the map under non of the base defences seem to be working obe/agt turrets but are all destroyable.

#3 No matter what I set the second map to be about 15 minutes into the game, the server restarts itself without any error message.

#4 error in brenbot startup ; server:error 11004 creating socket: unknown error.

Here is my info

#--Start Configuration-IRC-----

Edit the information below for your setup.

At least edit BotName and IrcChannel.

BotName = br4

BotFullName = BlazeRegulator/BRenBot 1.36 Win32

IrcServer = irc.n00bstories.com

IrcPort = 6667

IrcChannel = #geeclanbrenbot

#--Q/NickServ-----

Enable auth via "Q" or "Nickserv" below. Sample input is shown.

Qauth = 0

Qusername = RenBot01

Qpassword = mypassword

Note for Nickserv auth you give the name of nickserv and the full ident string as example

Nickservauth = 1

Nickservname = Nickserv

Nickservauth = identify br4 *****

#--Windows or Linux-----

BotMode MUST be "WIN32" for windows servers, or "LFDS" for Linux servers.

BotMode = WIN32

#--Remote Admin Settings-----

The next 3 lines should be the same info that is in your server.ini

Note: Although it says "Linux" its the same for Win32

RenRemLinuxHost = 127.0.0.1

```
RenRemLinuxPort = 5000
RenRemLinuxPassword = *****
```

```
#--FDS Installation-----
# Verify these paths are correct with your Renegade installation.
# Note: FDSLogFilePath must end with the trailing slash (as example below)!!
# Note: Linux users use forward slashes (/) in your paths.
```

```
FDSConfigFile = C:\Westwood\RenegadeFDS\Server\Data\svrcfg_cnc.ini
FDSLogFilePath = C:\Westwood\RenegadeFDS\Server\
```

```
#--Miscellaneous Settings-----
# Every x minutes the bot will announce a random line from AutoAnnounceFile.
AutoAnnounceInterval = 600
# LadderLookup currently not working. Do not turn it on or it will hang the bot.
EnableLadderLookup = 0
# Set this to 0 or anything but 1 to disable voting.
VotingEnabled = 1
# How long people get to place votes. Default here is 60 seconds.
VotingPeriod = 60
# Set vehicle kick to 1 for Sniper servers
VehicleKick = 0
```

```
#--BR Configuration Files-----
# BR Config Files - You shouldn't have to change these names. You can still open them with
notepad.
AutoAnnounceFile = autoannounce.brf
Messagesfile = messages.brf
AdminsFile = admins.brf
MastersFile = masters.brf
KickLogFile = kicklog.brf
BanLogfile = banlog.brf
```

```
# Generate_GameSpy_Queries = 1
```

```
# Generate independant gamespy queries, instead of quering the original GSA UDP Query
# handler. In WOL Mode, you don't have one.
```

```
# GameSpyQueryPort = 23500
```

```
# The query handler listens on this port
```

```
# Broadcast_Server_To_GameSpy = 1
```

```
# Broadcast the query handler to gamespy.
# If you enable this, YOU NEED TO SET "GameSpyQueryPort=<value>" in server.ini to 0!!!!
# BRENBOT WILL BEHAVE BADLY IF YOU DO NOT DO THIS!
```

Gamelog / Donate Settings

Donate is tied to gamelog, because bhs.dll causes to crash the fds, when a player
tries to donate to a player, which has not loaded the game yet. with gamelog, brenbot
can find out, if a player has loaded the map. you can disable it here.
BEWARE! PEOPLE WILL BE ABLE TO CRASH YOUR SERVER!

Seperate_Donate_From_Gamelog = 1

Delete gamelog files instead of archiving it. Normally, brenbot archives it.

Delete_Gamelog_Files = 1

#--End Configuration-----

SERVER.INI

[Server]

Config = svrcfg_cnc.ini

GameType = WOL

Nickname = *****

Password = *****

Serial = 06694513*****

LoginServer =

Port = 0

GameSpyGamePort = 4848

GameSpyQueryPort = 0

BandwidthUp = 0

NetUpdateRate = 10

AllowRemoteAdmin = true

RemoteAdminPassword =*****

RemoteAdminIP =127.0.0.1

RemoteAdminPort =5000

I am going back to brenbot 1.36RC3 for now, but I would really like to get 1.40 working for all the new features and asides from the problems I've had so far it seems to use a lot less CPU than previous versions.

Thanx for anyone who can shade some light on this.

P.S. I have tried a complete server reboot for the socket error and that does not help.