
Subject: Brenbot.cfg Question

Posted by [Buggy](#) on Wed, 22 Dec 2004 08:04:28 GMT

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How can i enable the bot that he works as WolSpy. I want not to use WolSpy but i want to see the Server on GameSpy. I have a Wol Server! With WolSpy he works fine, but WolSpy always crashes, i want to enable WolSpy on the Bot, ich have installed Core Patch 1.2 with ssaow and Brenbot

brenbot.cfg

Start Configuration-IRC-----

Edit the information below for your setup.

At least edit BotName and IrcChannel.

BotName = cncxp2

BotFullName = BlazeRegulator/BRenBot

IrcServer = irc.euirc.net

IrcPort = 6669

IrcChannel = #cnc-xp

#---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 RenBot01 mypassword

#--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 = 81.169.137.171

RenRemLinuxPort = 4853

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 = D:\Renegade\Server\data\svrcfg_cnc.ini

FDSLogFilePath = D:\Renegade\Server\

#--Miscellaneous Settings-----

Every x minutes the bot will announce a random line from AutoAnnounceFile.

AutoAnnounceInterval = 60

LadderLookup currently not working. Do not turn it on or it will hang the bot.

EnableLadderLookup = 1

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-----
