
Subject: GamePLY Pending After 10 Min gaming
Posted by [lwd]WarZman on Fri, 07 Jan 2005 21:05:18 GMT
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I god some problems with RenegadeFDS
If I install Compleet CP1 the game reconnect to gsa every time
this is making a gamestate pending screen by the clients
this is only on RenegadeFDS + CP1 + SSAOW +BRenBOT

If I Create a new server
and uncheck the SSAOW And Brenbot Support in the install of CP1
the server works fine
But I want also SSAOW on my server so I can enable Gamelog For !donate command and all
other commands The need Gamelog

here are some settings of my server
with the Gameply Pending

Server.ini

```
Config = svrcfg_cnc.ini
GameType = GameSpy
Nickname = WESTWOOD
Password = WESTWOOD
Serial = WESTWOOD
LoginServer =
Port = 4000
GameSpyGamePort = 0
GameSpyQueryPort = 0
BandwidthUp = 1500000
NetUpdateRate = 8
AllowRemoteAdmin = true
RemoteAdminPassword = *****
RemoteAdminIP = 213.227.130.235
RemoteAdminPort = 4001
```

Server2.ini

```
EnableDropWeapons=0
EnableWeather=0
PlayObCharge=1
ShowPlayerPurchases=1
ShowPlayerKillMessage=1
LogVehicleCreate=1
LogHarvesterDeath=1
LogVehicleDeath=1
PlayVehicleDeathAnimations=0
EnableVehicleDamageAnimations=0
```

AFKKick=0
AFKWait=600
AFKPageMessage="Warning! You might be kicked for being AFK/Idle if you do not move!"
EnableObGlitchProtect=0
ObGlitchPageMessage="Warning! You might be kicked for glitching the Obelisk!"
EnableB2BProtect=0
B2BPageMessage="Warning! You might be kicked for base to base attacking!"
DestroyPlayerVeh=0
Enable_Gamelog=1
[C&C_Field.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
;DisableList="L1"
;DisableBaseDefenses=0
;DisablePowerPlants=0
;DisableRefineries=0
;DisableSoldierFactories=0
;DisableVehicleFactories=0
;DisableRepairPads=0
;DisableCommCenters=0

[C&C_Under.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_LittleHillRumble2.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_CliffsLX.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Volcano.mix]
WeatherType=Ash
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Complex.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Sand.mix]
WeatherType=Ash
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Walls.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_City.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Canyon.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Hourglass.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Islands.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Mesa.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Glacier_Flying.mix]

WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Ruins0X.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_BunkersTS.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Tib_Pit_3.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_IslandsEVO.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_FieldTS.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&c_River_RaidTS.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_SeasideCanyon.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_WallsReloaded.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Sunken2.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Metropolis.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Gobi.mix]
WeatherType=Ash
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_GlacierTS.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_River_Canyon.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Tobruk.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Hangmans_canyon.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Uphill.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Damm.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Woodland.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_High_Noon_2.1.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_LunarLanding.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Siege.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_MetroTS.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Terrace.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Golf_Course.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Desert_Siege2.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Ruins.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_BasinTS.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Cairo.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Forgotten_Town.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Tropics.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Hangmans_Canyon.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Mars.mix]

WeatherType=Ash
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Big_Walls.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Fortress2k4.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Tib_Forest.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Tiberium_Cave.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Cliffs.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Quick_Draw.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_High_Altitude.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Worty_Classic.mix]

WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Ravine.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Mines.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Pacific.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Mutation.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Gigantomachy.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_MinesTS.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Conquest_Winter.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_CountrySide.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Bio.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Plunder_Valley.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Underpass.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_MutationRedux.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Dusk.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_SideWinder.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Prision_Camp.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Duel_Arena.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Islands_KOTH.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Mutant_Lab.mix]

WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[Translated_Preset]

mp_GDI_Barracks="GDI Barracks"
mp_GDI_War_Factory="GDI Weapons Factory"
mp_GDI_Repair_Bay="GDI Repair Facility"
mp_GDI_Refinery="GDI Tiberium Refinery"
mp_GDI_Power_Plant="GDI Power Plant"
mp_GDI_Com_Center="GDI Communications Center"
mp_Nod_Airstrip="Nod Airstrip"
mp_Nod_Repair_Bay="Nod Repair Facility"
mp_Nod_Refinery="Nod Tiberium Refinery"
mp_Nod_Power_Plant="Nod Power Plant"
mp_Nod_Com_Center="Nod Communications Center"
mp_Hand_of_Nod="Hand of Nod"
mp_GDI_Advanced_Guard_Tower="GDI Advanced Guard Tower"
mp_GDI_Helipad="GDI Helipad"
mp_Mutant_Lab="Mutant Lab"
mp_Nod_Obelisk="Obelisk of Light"
mp_Nod_Helipad="Nod Helipad"
Nod_Obelisk="Obelisk of Light"
GDI_Ceiling_Gun_AGT="Advanced Guard Tower"
GDI_AGT="Advanced Guard Tower"
Nod_Turret_MP="Nod Turret"
Nod_Turret_MP_Improved="Nod Turret"
GDI_Guard_Tower="GDI Guard Tower"
CnC_GDI_Engineer_0="GDI Engineer"
CnC_GDI_Engineer_2SF="Hotwire"
CnC_GDI_Grenadier_0="GDI Grenadier"
CnC_GDI_Grenadier_2SF="Patch"
CnC_Ignatio_Mobius="Mobius"

CnC_Ignatio_Mobius_ALT2="Mobius"
CnC_GDI_MiniGunner_0="GDI Minigunner"
CnC_GDI_MiniGunner_1Off="GDI Officer"
CnC_GDI_MiniGunner_2SF="Deadeye"
CnC_GDI_MiniGunner_3Boss="Havoc"
CnC_GDI_MiniGunner_3Boss_ALT2="Havoc"
CnC_GDI_MiniGunner_3Boss_ALT3="Havoc"
CnC_GDI_MiniGunner_3Boss_ALT4="Havoc"
CnC_GDI_RocketSoldier_0="GDI Shotgunner"
CnC_GDI_RocketSoldier_1Off="GDI Rocket Soldier"
CnC_GDI_RocketSoldier_2SF="Gunner"
CnC_Sydney_PowerSuit="PIC Sydney"
CnC_Sydney_PowerSuit_ALT2="PIC Sydney"
CnC_Sydney="Sydney"
CnC_Nod_Engineer_0="Nod Engineer"
CnC_Nod_FlameThrower_0="Nod Flamethrower"
CnC_Nod_FlameThrower_1Off="Chemical Warrior"
CnC_Nod_FlameThrower_2SF="Stealth Black Hand"
CnC_Nod_FlameThrower_3Boss="Mendoza"
CnC_Nod_FlameThrower_3Boss_ALT2="Mendoza"
CnC_Nod_Minigunner_0="Nod Minigunner"
CnC_Nod_Minigunner_1Off="Nod Officer"
CnC_Nod_Minigunner_2SF="Black Hand Sniper"
CnC_Nod_Minigunner_3Boss="Sakura"
CnC_Nod_Minigunner_3Boss_ALT2="Sakura"
CnC_Nod_RocketSoldier_0="Nod Shotgunner"
CnC_Nod_RocketSoldier_1Off="Nod Rocket Soldier"
CnC_Nod_RocketSoldier_2SF="Laser Chaingunner"
CnC_Nod_RocketSoldier_3Boss="Raveshaw"
CnC_Nod_RocketSoldier_3Boss_ALT2="Raveshaw"
CnC_Nod_Technician_0="Technician"
CnC_GDI_APC="GDI APC"
CnC_GDI_Humm-vee="GDI Humm-vee"
CnC_GDI_Mammoth_Tank="GDI Mammoth Tank"
CnC_GDI_Medium_Tank="GDI Medium Tank"
CnC_GDI_MRLS="GDI MRLS"
CnC_GDI_Orca="GDI Orca"
CnC_GDI_Transport="GDI Transport Helicopter"
CnC_Civilian_Pickup01_Secret="Pickup Truck"
CnC_Civilian_Sedan01_Secret="Sedan"
CnC_Nod_Apache="Nod Apache"
CnC_Nod_APC="Nod APC"
CnC_Nod_Buggy="Nod Buggy"
CnC_Nod_Flame_Tank="Nod Flame Tank"
CnC_Nod_Light_Tank="Nod Light Tank"
CnC_Nod_Mobile_Artillery="Nod Mobile Artillery"
CnC_Nod_Recon_Bike="Nod Recon Bike"
CnC_Nod_Stealth_Tank="Nod Stealth Tank"

CnC_Nod_Transport="Nod Transport Helicopter"
Nod_Chameleon="Nod Chameleon"
CnC_Nod_Harvester="Nod Harvester"
CnC_GDI_Harvester="GDI Harvester"

[SvSKillMsg]

Total=10

Str1="<killer> pancaked <killed> (<killerpreset> VS <killedpreset>)"
Str2="<killed> was assassinated by <killer> (<killerpreset> VS <killedpreset>)"
Str3="<killer> made mincemeat out of <killed> (<killerpreset> VS <killedpreset>)"
Str4="<killer> slaughtered <killed> (<killerpreset> VS <killedpreset>)"
Str5="<killer> exterminated <killed> (<killerpreset> VS <killedpreset>)"
Str6="<killed> bit the dust thanks to <killer> (<killerpreset> VS <killedpreset>)"
Str7="<killed> was cut down by <killer> (<killerpreset> VS <killedpreset>)"
Str8="<killer> crushed <killed> (<killerpreset> VS <killedpreset>)"
Str9="<killed> is taking the dirt nap thanks to <killer> (<killerpreset> VS <killedpreset>)"
Str10="<killer> beat the shit out of <killed> (<killerpreset> VS <killedpreset>)"

[VvSKillMsg]

Total=5

Str1="<killed> got ran over by <killer> (<killerpreset> VS <killedpreset>)"
Str2="<killer> made a pancake out of <killed> (<killerpreset> VS <killedpreset>)"
Str3="<killed> was hit by <killer> (<killerpreset> VS <killedpreset>)"
Str4="<killer> made <killed> into roadkill (<killerpreset> VS <killedpreset>)"
Str5="<killed> was splattered all over by <killer> (<killerpreset> VS <killedpreset>)"

[DefaultEngL1]

01="CnC_POW_MineTimed_Player_01"
02="POW_Pistol_Player"
03="CnC_POW_MineRemote_02"

[DefaultEngL2]

01="CnC_POW_MineRemote_02"
02="POW_Pistol_Player"
03="CnC_POW_MineTimed_Player_02"
04="CnC_MineProximity_05"

[DefaultOther]

01="CnC_POW_MineTimed_Player_01"
02="POW_Pistol_Player"

```
[L1]
01="CnC_GDI_MiniGunner_3Boss"
02="CnC_GDI_MiniGunner_3Boss_ALT2"
03="CnC_GDI_MiniGunner_3Boss_ALT3"
04="CnC_GDI_MiniGunner_3Boss_ALT4"
05="CnC_Nod_Minigunner_3Boss"
06="CnC_Nod_MiniGunner_3Boss_ALT2"
07="CnC_GDI_Mammoth_Tank"
```

Brenbot.cfg

```
#--Start Configuration-IRC-----
# Edit the information below for your setup.
# At least edit BotName and IrcChannel.

BotName = Lwd_Bot
BotFullName = BlazeRegulator/BRenBot 1.36 Win32
IrcServer = irc.quicknet.nl
IrcPort = 6667
IrcChannel = #lwd-clan

#--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 = 213.227.130.235
RenRemLinuxPort = 4001
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:\GAMES\Renegade\NormalFDS\Server\Data\svrcfg_cnc.ini
FDSLogFilePath = D:\GAMES\Renegade\NormalFDS\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!

GameSPy_IP = 213.227.130.235

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-----
```

Renguard.cfg

```
# renguard config file
```

```
# Pure Mode - Disallows any clients with model textures (skins) and alternative weapon models. 1
= enable, 0 = disable.
```

```
Pure_Mode = 0
```

```
# Server Motd ID - your motd id, as assigned on the Server Motd Configuration on renguard.com
(nummeric)
```

```
# 0 if you do not have a motd.
```

```
motd = 0
```

```
# how to notify non renguard users. available options: msg , page, off, pamsg
```

```
# page is WOL only. if you disable it, it will only do the kick message.
```

```
# be sure to put it into your motd then
```

```
# pamsg is bhs.dll only. it will be automatically used, when bhs.dll is detected
```

```
notify = msg
```

```
# new features
```

```
# nokickmsg = 1
```

```
# This disables the "xxx was kicked by RenGuard: You need RenGuard to play on this server"
message
```

```
# warnmessage = You need RenGuard to play on this server. Download it from
http://www.renguard.com
```


This changes the default warn message.

kicktimer = 5

This changes the default time delay between sending the warning messages before kicking.

halfrenguard = 0

To turn on "Half-RenGuard", set this to 1. This will allow non-RenGuard users to the Server.

halfrenguard_pamsg_norg = Running RenGuard on this Server is recommended. Download it from <http://www.renguard.com>. With RenGuard, you will get unofficial patches ("core patches") and you can use commands on this server!

halfrenguard_pamsg_nocommands = To use %command on this server, you need RenGuard. Download it from <http://www.renguard.com>. With RenGuard, your Renegade is always kept up to date with the newest patches from Blackhand Studios!

These messages are displayed, when a non-rg user joins, and when a non-rg user attempts to use a !command

halfrenguard_pamsg_norg_interval = 600

The interval for the pamsg that is sent to every non-rg user

halfrenguard_hostmsg_enabled = 1

This enables the public hostmsg. Highly advised

halfrenguard_hostmsg_message = %name is NOT running RenGuard! %name COULD be cheating.

This is the msg

halfrenguard_hostmsg_interval = 600

This says how often the message should be repeated, in seconds

halfrenguard_allowed_commands = !help !rules

These are the allowed commands for no RG users. You shouldn't add !showmods. Cheaters tend to type that. If

none is there, they start cheating

(BTW. If I set settings in server2.ini on 0 to disable in game the still working It doesn't matter what I change

Can Someone Help Me ???

Blaze, Crimson or Someone else who know How i Can fix this Problem I don't know what to do

And Sorry For my bad english I'm only A stupid yung Boy ;D
