
Subject: My opinion about Renguard.

Posted by [Dave Anderson](#) on Wed, 11 May 2005 02:34:53 GMT

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Quick help with BrenBot please.

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

Edit the information below for your setup.

At least edit BotName and IrcChannel.

BotName = dark1462

BotFullName = darksbot

IrcServer = irc.MPclan.net

IrcPort = 6668

IrcChannel = #darks

#--Q/NickServ-----

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

Qauth = 0

Qusername = dark1462

Qpassword = ****

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

Nickservauth = 1

Nickservname = #darks

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 = 127.0.0.1

RenRemLinuxPort = 12345

RenRemLinuxPassword = yourpass

#--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:\Program Files\Games\Westwood\RenegadeFDS\Server\Data\svrcfg_cnc.ini

FDSLogFilePath = C:\Program Files\Games\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-----

What is wrong in the configuration that is not working?
