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Subject: Re: BRenBot 1.52 Issues

Posted by [XxxFuzzy](#) on Mon, 06 Apr 2009 17:17:14 GMT

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I did have BRenBot 1.50 at first So, I findout about BRenBot 1.52 and I downloaded and installed BRenBot 1.52. At first, I accidently mixed BRenBot 1.50 with BRenBot 1.52. Wasn't sure if both BRenBots can be mixed with eachother. I'm basically expirienceing how both work. My friend and I are tryin to figure them out. I think they both are mixed so that could be the problem. But, some files that are not on which ever. Need to be added on them because some files do NOT exist on whichever. What I believe anyways.

I have both BRenBots downloads saved just in case.

I am very thankful for you guys help on this. I've tried other forums but no replies for what I need to know.

Edit:

I have restarted over again. Just BRenBot 1.52

Now what?... lol

Server Configuration settings

```
;  
;  
;  
;  
; Server Settings .INI file for Renegade Free Dedicated Server.  
;  
;  
; This file controls the behavior of a Renegade Free Dedicated Server. The  
; first instance of the server is referred to as the Master Server and it can  
; control up to seven other local instances of the server. These are referred  
; to as Slave Servers.  
;  
;  
; Each slave server must have it's own login information and serial number.  
; Each slave server can have it's own game settings, seperate from the master.  
;  
;  
;  
;  
; =====  
; ==  
;  
;  
; =====  
; ==  
;  
;  
; This section of the file is generated automatically - do not edit
```

```
;
; Available Westwood Servers:
;
; Pacific Server
; European Server
; USA Server
;
; End generated section.
```

```
=====
==
```

```
;
; Renegade Master Server settings.
;
; This section contains the settings for the Master Renegade Server.
```

```
[Server]
```

```
; Config =
;
; This specifies the location of the game settings file used by the master
; server. You can change this to point to any Renegade server settings .ini
; file or change the default .ini file to reflect the game settings you would
; like for your server.
```

```
Config = svrcfg_cnc.ini
```

```
; GameType =
;
; Set this to WOL for a Westwood Online dedicated server.
; Set this to GameSpy for a GameSpy mode dedicated server.
; Set this to LAN for a LAN mode dedicated server.
```

```
GameType = WOL
```

```
; Nickname =
;
; This is the Westwood Online nickname you will use when logging into the
; Westwood Online matchmaking system. You can use a nickname from a previous
```

```
; Westwood Studios game or apply for a new one by copying the following line
; and pasting it into your web browsers address window
;
; http://register.westwood.com
```

Nickname = XxxFuzzy

```
;
; Password =
;
; This is the password that matches the nickname used above.
```

Password = (Password Protection)

```
; Serial =
;
; The serial number that you specified when installing the Renegade Dedicated
; Server.
```

Serial = (Serial Protection)

```
; LoginServer =
;
; This field can be used to specify the Westwood Online matchmaking server
; to connect to. If left blank, the Renegade Server will connect to the
; closest matchmaking server. To specify a server to connect to, use one of
; the names listed above in the section 'Available Westwood Servers'.
```

LoginServer = USA Server

```
; Port =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients. This should normally be left at 0 and the
; Server will decide for itself what port to use. This should work with most
; firewalls and NAT connections but, if you need to manually set a port, you
; can do it here.
```

Port = 4949

```
; GameSpyGamePort =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients, while running as a GameSpy Server. When running
```

; as a GameSpy server this port value will be used instead of the above Port value.  
; The default value is 4848.

GameSpyGamePort = 0

; GameSpyQueryPort =  
;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with the GameSpy Master Server and GameSpy clients. The default  
; value is 25300. If this port is in use Renegade will find another port  
; to use instead(25301, 25302, ...).

GameSpyQueryPort = 0

; BandwidthUp =  
;  
; If you know how much bandwidth you want to allocate for the Renegade  
; Server to use then you can specify it here. A minimum of 60k bits per second  
; is recommended for each client you plan to connect to. If you leave this  
; value as 0 (the default) then the available bandwidth will be automatically  
; detected(WOL only). Some guidelines follow.  
;  
;     Set to 1500000 for a 32 player game  
;     Set to 750000 for a 16 player game  
;     Set to 250000 for an 8 player game  
;  
; Make sure you don't set the Bandwidth number to be higher than your  
; actual available bandwidth or gameplay performance will be poor.

BandwidthUp = 250000

; NetUpdateRate =  
;  
; Set this to control the frequency of network updates sent to clients. This  
; is the number of updates sent per second. Higher values increase network  
; traffic, lower values decrease traffic. Valid values must be in the 5 - 30  
; range. As you increase NetUpdateRate the values set for BandwidthUp must  
; also scale accordingly. The default is 10.

NetUpdateRate = 10

; AllowRemoteAdmin =  
;  
; Set this to true to enable remote server administration via the RenRem  
; tool. You must also set a password for remote administration to be

```
; allowed.  
; Slave servers inherit this setting from the master.
```

```
AllowRemoteAdmin = true
```

```
; RemoteAdminPassword =  
;  
; This is the password required to connect to a server with the RenRem  
; admin too.  
; Slave servers inherit this setting from the master.
```

```
RemoteAdminPassword = (Password Protection)
```

```
; RemoteAdminIp =  
;  
; This is the ip that the remote administration service will listen for  
; incoming request on. The default is to listen on ALL ip addresses. If  
; you have an internal ip address and only want to administer internally  
; set this to your internal ip address.  
;  
;
```

```
RemoteAdminIP = 127.0.0.1
```

```
; RemoteAdminPort =  
;  
; The port to connect to for remote administration.  
; This can be set per slave. The default slave ports will be shown when  
; connecting to the master with the RenRem tool.
```

```
RemoteAdminPort = 4949
```

## BRenBot Configuration

```
# BRenBot configuration file  
#  
# This is the main configuration file for BRenBot. It is recommended that  
# you read the readme file before you start editing this. You should edit  
# at least the ircAdminChannel and botName settings.
```

```
#-----  
# IRC Settings  
# General settings for the irc connection  
#-----
```

```
# IRC server to connect to
IrcServer = 206.41.117.114
IrcPort = 6667

# Username for BRenBot to use in IRC
BotName = SnipersBot
BotFullName = BRenBot 1.52 (Win32)

# IRC admin channel
ircAdminChannel = #Snipers
ircAdminChannelKey =

# IRC public channel, leave channel name blank to disable
ircPublicChannel =
ircPublicChannelKey =

# Maximum characters per second to send to the irc.
ircCharsPerSecond = 8000

# Adds [BR] to the front of all IRC messages. Intended for compatibility
# with mirc bots which parse BRenBot messages and expect this to be there.
prefixIRCMessages = 0

# Shows team (F3) chat in the public irc channel. Only has an effect if
# you use the public channel and teammessages module is enabled.
showTeamChatInPublicChan = 0

#-----
# IRC Auth Settings
# Various methods to get your bot to authorise itself on IRC
#-----

# Enable auth via "Q" or "NickServ" below. Sample input is shown.
Qauth = 0
Qusername = RenBot01
Qpassword = mypassword

# NickServ authorisation. To use NickServ authorisation fill in the Nickservauth
# parameter as appropriate. Example: Nickservauth = identify botNickPass
Nickservauth =
Nickservname = Nickserv

# OPER authorisation, if you dont know what this is don't worry about it.
# Fill in the password and user paramaters to enable oper auth.
operAuthUser =
```

operAuthPass =

```
#-----  
# 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 = 4949  
RenRemLinuxPassword = (Password Protecton)

```
#-----  
# 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  
# Settings that dont fit under any of the other categories  
#-----
```

# Every x seconds 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 = 1

# Set vehicle kick to 1 for Sniper servers
VehicleKick = 1

# Name of the BrenBot Executable, can have any file extension. Used by restart.exe
BRenBot_Executable = brenbot.exe

# Forces all players to have bhs.dll (NOT RECOMMENDED)
Force_bhs_dll = 0

# Enable paging players with CMSGP instead of PPAGE. This causes pages to be green, which
# is generally more readable ingame, but has been known to cause crashes on the LFDS.
Enable_CMSG_Paging = 1

# Donate is tied to gamelog, because bhs.dll can crash the FDS if a player tries to donate
# to someone who has not finished loading the map. Enabling this means people will be able
# to crash your server!

Seperate_Donate_From_Gamelog = 0

#-----
# Voting Settings
# Settings for BRenBot's voting system
#-----

# Set this to 0 to disable voting, 1 to enable
VotingEnabled = 1

# How long votes should last, in seconds.
VotingPeriod = 60

# Enable / Disable the different types of votes here. 1 to enable, 0 to disable.
Voting_Allow_Change_Nextmap = 1
Voting_Allow_Gameover = 1
Voting_Allow_Kick = 1

#-----
# BR Configuration Files
# Filenames for other config files, you should not need to change these.
#-----

AutoAnnounceFile = autoannounce.cfg
```



Messagesfile = messages.cfg  
ModeratorsFile = moderators.cfg  
PresetsFile = presets.cfg  
KickLogFile = kicklog.log  
BanLogfile = banlog.log  
MiscLogFile = misclog.log

#-----  
# Automatic Recommendations  
#-----

# Minimum score needed to get the end of game highest score recommendation  
Autorec\_Minimum\_Score = 750

# Minimum kills needed to get the end of game most kills recommendation  
Autorec\_Minimum\_Kills = 10

# Minimum k/d ratio needed to get the end of game best KD recommendation  
Autorec\_Minimum\_KD = 1.5

#-----  
# Moderator Setting  
#-----

# Force moderators to register their username on BRenBot, so they have to lauth  
# to get their moderator powers. Set to 1 to enable, 0 to disable.  
Moderators\_Force\_Auth = 1

# Enables or disables all moderator sybmols. Set to 1 to enable, 0 to disable.  
Moderators\_Show\_Symbols = 1

# Symbols for moderators, if enabled above  
Moderators\_Temp\_Mod\_Symbol = +  
Moderators\_Half\_Mod\_Symbol = %  
Moderators\_Full\_Mod\_Symbol = @  
Moderators\_Admin\_Symbol = &

# Enable or disable the join message for moderators and administrators  
Moderators\_Show\_Join\_Message = 1

#-----

# Gamelog Settings

# These settings only apply if the Gamelog module is enabled.

#-----

# These five settings control which messages are shown in IRC. Set to 0 to  
# disable, 1 to show in admin channel only, 2 to show in both channels.

Gamelog\_Show\_Vehicle\_Purchase = 1  
Gamelog\_Show\_Crate\_Messages = 1  
Gamelog\_Show\_Kill\_Messages = 1  
Gamelog\_Show\_Vehicle\_Kill\_Messages = 1  
Gamelog\_Show\_Building\_Kill\_Messages = 1

# Shows vehicle stolen messages ingame. Set to 1 to enable, 0 to disable.  
Gamelog\_Show\_Vehicle\_Stolen = 1

# How many light vehicle kills are needed to get a recommendation  
Gamelog\_Autorec\_Light\_Vehicle\_Kills = 8

# How many heavy vehicle kills are needed to get a recommendation  
Gamelog\_Autorec\_Heavy\_Vehicle\_Kills = 5

# How many building health points need to be repaired to get a recommendation  
Gamelog\_Autorec\_Building\_Repair = 2000

# How many vehicle health points need to be repaired to get a recommendation  
Gamelog\_Autorec\_Vehicle\_Repair = 4000

#-----

# Gamespy Settings

# Settings to control the Gamespy broadcaster. See the readme for more details.

#-----

# Enable the GSA broadcasting system  
Generate\_Gamespy\_Queries = 0

# Query port for your server, which GSA uses to communicate with your server  
GameSpyQueryPort = 23500

# Enable broadcasting to GSA, if disabled the server will not be listed on  
# the server lists. Also requires the gamespy\_players module to be enabled.  
Broadcast\_Server\_To\_Gamespy = 0

# Your servers external IP  
GameSpy\_IP = 123.123.123.123

---