Subject: Re: 2 BRenBot Questions

Posted by rrutk on Fri, 24 Apr 2009 15:28:50 GMT

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- bhs showed up in RED
- gamelog and ssgmlog showed up in ORANGE
- if i activate bhs with "set bhs on", it showed up in GREEN
- if i activate gamelog with "set gamelog on", it showed up in GREEN
- after activation of ssgmlog it still showed up in ORANGE
- irc i got:
- "<VWMM\_Bot> 04 Warning: The FDS has not responded to the last two status requests, it may have gone offline.", but i'm able use commands for the fds.
- BRenBot shows up like this, BUT BHS.DLL is in RenegadeFDS/Server!!! I'm running Vistax64, Admin Mode.

## My Config:

# 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 = irc.n00bstories.com IrcPort = 6667

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

# IRC admin channel ircAdminChannel = #rrutk2 ircAdminChannelKey =

# IRC public channel, leave channel name blank to disable ircPublicChannel = #rrutk2 ircPublicChannelKey =

```
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 = 0
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
#
```

# Maximum characters per second to send to the irc.

```
# 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 = cencored
# 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 (x86)\RenegadeFDS\Server\data\svrcfg cnc.ini
FDSLogFilePath = C:\Program Files (x86)\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 = 300
# LadderLookup currently not working. Do not turn it on or it will hang the bot.
EnableLadderLookup = 0
# Set vehicle kick to 1 for Sniper servers
VehicleKick = 0
# 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 = 1
# 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 = 0
# 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 = 0  Voting_Allow_Gameover = 0  Voting_Allow_Kick = 0
#
# 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 = 1

```
# Minimum kills needed to get the end of game most kills recommendation
Autorec Minimum Kills = 1
# Minimum k/d ratio needed to get the end of game best KD recommendation
Autorec Minimum KD = 0.1
#-----
# Moderator Setting
#______
# Force moderators to register their username on BRenBot, so they have to !auth
# 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

## File Attachments

1) brenbot.jpg, downloaded 623 times

```
BRenBot
BRenBot 1.52 build 1.
BRenBot is Copyright 2003–2007 by Blackhand Studios. All Rights reserved.
Unable to find either ssgm.ini, ssaow.ini or ssapb.ini! Some functions may not
 ork.
 Starting game status refresh thread...
bhs.dll libary not found.
Connecting to RenGuard...
Connecting to RenGuard...
Activating half-RenGuard mode!
Connecting to 70.84.132.90
Renguard session has started..
Starting up ssgm log follow thread.
Starting plugin admin
Starting plugin biatch
Starting plugin Prespect
 Starting plugin BRenBot
Starting plugin custom_commands
Starting plugin funsounds
  Starting plugin ipbot
 Starting plugin rank
Starting plugin seen
Starting plugin Server_Rules
 Starting plugin warnings
WARNING: No WOL or GSA Gameport found in server.ini! Bailing out of gamespy_play
 ers!
  IRC: Connected to irc.n00bstories.com.
 INC. Connected to iPernopastories.com.
IPBOT: Connected to ipbot master server.
WARNINGS PLUGIN :: Beginning to load list of disallowed words
WARNINGS PLUGIN :: Failed to open autowarn_words.cfg! Disabling automatic warnin
 Looking for RenLog at C:\Programrenlog_4-24-2009.txt...
Renewing wheel in 120 secs...
Renewing wheel in 120 secs...
Connected to RenGuard.
Joining IRC channel #rrutk2...
Joining IRC channel #rrutk2...
Doining IRC channel #rrutk2...
Doing initial scan in 40 seconds..
IRC: VWMM_Bot joined channel #rrutk2
Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...
ssgm logfile not found, renewing wheel in 120 secs...
rrutk2@IRC 's permission: irc_op
Executing modules
rrutk2@IRC 's permission: irc_op
Executing set
 Executing set
rrutk20IRC 's permission: irc_op
rrutk2eTkC 's permission: irc_op
Executing modules
Looking for RenLog at C:\Programrenlog_4-24-2009.txt...
Renewing wheel in 120 secs...
Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...
ssgm logfile not found, renewing wheel in 120 secs...
rrutk2eIRC 's permission: irc_op
 Executing set rutk20IRC 's permission: irc_op
 Executing set
 Starting up ssgm log follow thread.
rrutk20IRC 's permission: irc_op
Executing modules
Executing modules

Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...

ssgm logfile not found, renewing wheel in 120 secs...

Looking for RenLog at C:\Programrenlog_4-24-2009.txt...

Renewing wheel in 120 secs...

Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...

ssgm logfile not found, renewing wheel in 120 secs...

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