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Subject: Couple of New Problems  
Posted by [Creed3020](#) on Fri, 10 Dec 2004 22:32:33 GMT  
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These are some things I have noticed that is wrong right now:

1. When I join a server it never says my join message or anyone elses. Yes I have that module on. (BRenBot 1.40)
  2. When I join it server says I am a server admin, same thing for the other other moderators. It never says that they are a moderator. (BRenBot 1.40)
  3. This is more a request. IRC commands I understand are available for anyone to use no matter their level. There are certain commands such as !modules, !restart, !gameover NOW that I would like only ops to be able to do. Is there such a way to build this into BRenBot or is this no easily possible. Just I don't want certain people to be to use these commands, warning them is just not good enough. The option for them to use the above commands needs to be removed. (BRenBot 1.40)
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Subject: Couple of New Problems  
Posted by [sterps](#) on Sat, 11 Dec 2004 00:28:32 GMT  
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I have also noticed that when i am driving a vehicle and player runs next to me, we both get stuck. Happens with the mammoth tank and the apc. Any ideas

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Subject: Couple of New Problems  
Posted by [knight1b](#) on Sat, 11 Dec 2004 02:00:35 GMT  
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Bigest problem ive seen is people who are to lazy to download renguard and cp1 its preaty sad realy.

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Subject: Couple of New Problems  
Posted by [sterps](#) on Sat, 11 Dec 2004 02:02:00 GMT  
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What is wrong with the core patch, its good. BHS did a good job of it.

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Subject: Couple of New Problems  
Posted by [Creed3020](#) on Sat, 11 Dec 2004 06:29:18 GMT  
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Okat thanks for posting but really nothing you guys have said is relevant.

mac, blazer, crimy any ideas?

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Subject: Couple of New Problems

Posted by [Creed3020](#) on Mon, 13 Dec 2004 20:38:45 GMT

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bump...

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Subject: Couple of New Problems

Posted by [jjkuby](#) on Wed, 15 Dec 2004 05:39:44 GMT

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As far as all your moderaotrs being owner/admins, check to see that owner/admins are in the Masters.brf file and that moderators are in the Admins.brf file in brenbot directory.

As for join messages you might check that gamelog is enabled or something else along those lines, most items like that are connected to the logfile or having bhs.dll library enabled.

As for having anyone with a voice (+v) or up being able to use all commands for brenbot, I would like to see this option as well myself, we arehaving to resort to running 2 irc channels and having a "middle-man" bot send only allowed commands to the brenbot channel from the moderator channel (this is not yet up and running but our script guy is working at it) for now though only my most trusted mods have +v in IRC.

Also does anyone know if there is a way to restart brenbot from IRC? Or could this be looked into for the a future release?

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Subject: Couple of New Problems

Posted by [mac](#) on Thu, 16 Dec 2004 13:08:30 GMT

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Join messages are working out of the box, no need for bhs.dll or gamelog.

The other issues you are having are unknown to me, it works just fine here.

A future version of brenbot will have definable access levels for all commands.

You can quit brenbot with !die NOW.

Combined with a auto-restart batch script on the server, it can auto restart after wards.

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Subject: Couple of New Problems

Posted by [Creed3020](#) on Thu, 16 Dec 2004 20:25:21 GMT

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First off thank you for your replies

I am not 100% sure if all this are happening anymore because we have resorted back to 1.35 for the time being.

Also having some issues with server company so server is offline right now, so I can't even test out things.

Once I have CP 1.2 installed, and things are running I will add if these issues are still arising.

Cool to hear "A future version of brenbot will have definable access levels for all commands."

That is really important and was making think about switching to NR which does have those options but IRC output is too important.

!die NOW is just for turning off BRenBot right, but what is the point of that command and can everyone in the IRC channel use that, because that is yet again something I certainly don't want everyone having access too.

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Subject: Couple of New Problems

Posted by [Renx](#) on Thu, 16 Dec 2004 22:22:47 GMT

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Biggest problem I've seen so far is the random kicks brenbot does. I've noticed people being kick in n00bsvr01 without any mod kicking them, and it doesn't give a reason, then I noticed it in our clan server. I never really thought much of it, just figured Brenbot showed WOL kicks now, and those people weren't really in the game. That is until it happened to me...I joined our server with renguard enabled, and I'm a server admin, yet 20 seconds later I was kicked from the game.

-18:11:11- [&DaEspion]: !rglocate daespion

-18:11:13- [&DaAOWBot]: DaEspion is connected to RenGuard and idle.

-18:11:16- [&DaAOWBot]: Player andrew885 joined the game

-18:11:30- [&DaAOWBot]: andrew885: fuck nod

-18:11:35- [&DaAOWBot]: Gizbotvas: nod has me

-18:11:56- [&DaAOWBot]: Player DaEspion joined the game

-18:11:56- [&DaAOWBot]: Player DaCharmed left the game

-18:11:59- [&DaAOWBot]: Host: DaEspion is a server owner/administrator.

-18:12:01- [&DaAOWBot]: [Team] DaViking1: is tunnle mined?

-18:12:04- [&DaAOWBot]: Host: [BR] DaEspion gets the n00bjet ready... (4 recommendations)

-18:12:08- [&DaAOWBot]: [Vehicle Purchase]: sl0whans

-18:12:10- [&DaAOWBot]: [Team] andrew885: dacharm is fukin gay

-18:12:12- [&DaAOWBot]: Player pooks23 joined the game

-18:12:12- [&DaAOWBot]: Player DaEspion left the game

-18:12:12- [&DaAOWBot]: DaEspion was kicked

These deffinitely are not WOL kicks, because WOL doesn't evict people already in the game, just people that idle in the Adv. Player Listings.

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