
Subject: Need Help Setting up Renguard Server
Posted by [renman1321](#) on Mon, 27 Dec 2004 14:19:40 GMT
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Hi, I am trying to set up a Renguard server and need some help. I am very new to the whole renegade server so please go very slow. Ok now here is the problem I want to get a dedicated server running Renguard and have no clue on how to do this. I already have installed RFDS (without renguard) provided by Westwood, Renegade(game) with renguard, and have downloaded the Renguard Server patch. I am running a Win32 system windows xp pro to be exact. I am a very advanced windows user. Any help on this topic will be very helpful. Thanks.

Harrison - bigboom74 (in renegade WOL)

Subject: Need Help Setting up Renguard Server
Posted by [mac](#) on Mon, 27 Dec 2004 17:22:16 GMT
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BRenBot, a popular renegade admin software included native RenGuard support.

It's included in Server Side Core Patch 1. Just start it up.

Subject: Need Help Setting up Renguard Server
Posted by [renman1321](#) on Mon, 27 Dec 2004 18:43:12 GMT
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Thanks. I also heard to use brenbot you have to set up mirc. I have done some research and found it is only a trial. Do you know of a similar program that is free?

Subject: Need Help Setting up Renguard Server
Posted by [Nightma12](#) on Mon, 27 Dec 2004 19:20:34 GMT
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you could also run NightRegulator and use the RG SSC

Subject: Need Help Setting up Renguard Server
Posted by [zunnie](#) on Mon, 27 Dec 2004 19:29:44 GMT
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renman1321 Thanks. I also heard to use brenbot you have to set up mirc. I have done some research and found it is only a trial. Do you know of a similar program that is free?

renman1321

5796-519336

How to setup and use mIRC, pretty much required if you want to run a bot on your server. Basically any server-bot for renegade will use IRC. So you must get to know how this works, a basic tutorial:
<http://zunnie.hellrazer.net/irctut/irctut.htm>

Now you know mIRC a little bit, or at least the basics your ready to setup brenbot so locate your butt over here:
<http://www.fanmaps.net/zunnie/brenbot/BRenBotTutorial.htm>
and follow instructions.

Note: this tutorial for now is for brenbot 1.35 but pretty much the settings in 135 are the same for 140, aside from the gamelog & ssaow specific features which are included with br140. An update to this tut will be posted shortly to cover all the new features in br140 icw ssaow and irc possibilities.

[zunnie]

Subject: Need Help Setting up Renguard Server
Posted by [renman1321](#) on Mon, 27 Dec 2004 22:45:50 GMT
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I have insalled mirc and got it working great i can connect to noobstories and everything. But I am having problems creating a channel. Could the following messages from mirc help?

```
-ChanServ- Please identify with NickServ first, using the command:
-
-ChanServ- /msg NickServ IDENTIFY -password-
-
* You are not on a channel
-
-ChanServ- Channel #RenMasters is not registered.
-
-ChanServ- Please identify with NickServ first, using the command:
-
-ChanServ- /msg NickServ IDENTIFY -password-
-
-ChanServ- Channel #RenMasters is not registered.
-
```

Subject: Need Help Setting up Renguard Server
Posted by [renman1321](#) on Mon, 27 Dec 2004 22:55:38 GMT
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in other words i try to register my server and when i try to join it says im not registered

Subject: Need Help Setting up Renguard Server
Posted by [zunnie](#) on Mon, 27 Dec 2004 23:45:35 GMT
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Quote:

Setting up your own IRC-Channel

Now that you have registered your nickname you are able to create your own IRC-channel. To join the channel that you want to use for your BRenBot, for example "MyBRenBotChannel" you type the following:

```
/join #MyBRenBotChannel [enter]
```

On join you automatically get set Operator (+O) and receive an @-sign in front of your nickname. Now you can register your Channel so that it doesnt disappear after you quit IRC.

Type the following in order to register the channel as being yours:

```
/cs register #MyBRenBotChannel ChannelPASSWORD ChannelDescription [enter]
```

Subject: Need Help Setting up Renguard Server
Posted by [renman1321](#) on Tue, 28 Dec 2004 00:05:49 GMT
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BRenBot 1.40 MSWin32.

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bhs.dll library found. Enabling support.

Connecting to RenGuard...

Kick public message is disabled!

Could not load ssc_ignore.txt - No users are being ignored by RenGuard! (No such file or directory)

Got serverlist..

WARNING: No WOL or GSA Gameport found in server.ini! Bailing out of gamespy_players!

IRC Initialization...joining irc.n00bstories.com:6667

my nick is brenbot_136

Setting up protected nickname thread...

Setting irc refresh thread...

Connection to 69.93.155.218 failed. Reconnecting..

IRC: Disconnect detected.. reconnecting in 60 seconds...
Connected to RenGuard.
Doing initial scan in 40 seconds..
IRC Initialization...joining irc.n00bstories.com:6667
my nick is brenbot_136
IRC: Disconnect detected.. reconnecting in 60 seconds...
IRC Initialization...joining irc.n00bstories.com:6667
my nick is brenbot_136

This is my problem now when i start brenbot!!!!!!!!!!!!

Subject: Need Help Setting up Renguard Server
Posted by [zunnie](#) on Tue, 28 Dec 2004 05:24:37 GMT
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Try change the nickname of the bot from BRenbot_136 to something less common.... and also try port 6668 instead of 6667 at the irc part

Subject: Need Help Setting up Renguard Server
Posted by [renman1321](#) on Tue, 28 Dec 2004 13:45:42 GMT
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thanks now i can get it to connect to the irc but it hangs looking for the renlog whatever that is?
This is my config file if it could help u find what is wrong. (brenbot.cfg). Could it be a blocked port in my firewall?

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

```
BotName = sandbot_8131  
BotFullName = BlazeRegulator/BRenBot 1.36 Win32  
IrcServer = irc.n00bstories.com  
IrcPort = 6667  
IrcChannel = #RenMasters
```

```
#---Q/NickServ-----
```

```
# Enable auth via "Q" or "NickServ" below. Sample input is shown.  
Qauth = 0  
Qusername = RenBot01  
Qpassword = Abby123
```

```
# 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 = 127.0.0.1
RenRemLinuxPort = 6667
RenRemLinuxPassword = Abby1234
```

```
#--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-----
# 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 orignal 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-----
```

Subject: Need Help Setting up Renguard Server
Posted by [zunnie](#) on Tue, 28 Dec 2004 18:58:45 GMT
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"Looking for renlog"
is normal the first time you start brenbot, because the fds has no logfiles yet mostlikely.

Just restart the fds once and restart brenbot as well, it should find logfiles now and initialize.

Subject: Need Help Setting up Renguard Server
Posted by [renman1321](#) on Wed, 29 Dec 2004 03:26:53 GMT
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thanks i got the server running great but i still have a few bugs to work out. Try the server.....RenMasters - CP1
