
Subject: brenbot config file looks different

Posted by [SuperMidget](#) on Mon, 24 Jan 2005 16:03:08 GMT

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look what i found..

```
mybrenbot config file
```

```
# 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
```

```
ren.fanmaps brenbot config file
```

```
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 = 25300
```

```
Gamespy_IP = 70.84.132.130
```

Notice the '#s'? whats with that? maybe the brenbot dl file needs to be updated :shocked: this may be why it hasn't been working for me. would it work if i just copy pasted zinnie's post at fanmaps.com?

Subject: brenbot config file looks different

Posted by [mac](#) on Mon, 24 Jan 2005 16:06:16 GMT

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means that it is commented out, NOT active.

Make it active, and the stuff you have activated becomes active

There is also a new brenbot version, available in SSCP1 1.3
