
Subject: plz help me a question of br
Posted by [s921c003](#) on Tue, 05 Apr 2005 02:37:49 GMT
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why i cant type command in game?

i have set a server an IRC a brenbot

but it is no use for typing command in game

for ex: !help

typing !help in IRC could work but just only working in IRC

Subject: plz help me a question of br
Posted by [forcee](#) on Thu, 07 Apr 2005 18:05:24 GMT
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i have someone the same problems.

i reinstall the brenbot new then it works i dont now why but i works then

ps. make bakup from your config files before you wont restart

Subject: plz help me a question of br
Posted by [s921c003](#) on Sun, 10 Apr 2005 04:54:10 GMT
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didn't work...

i also didn't see the welcome message

but in IRC,if the br be opened first and i join later

i can see the welcome message

what setting is wrong??

Subject: plz help me a question of br
Posted by [s921c003](#) on Sun, 10 Apr 2005 04:58:32 GMT
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and i typed !players in IRC

IRC cant find and players in gamer...y?

Subject: plz help me a qustion of br
Posted by [forcee](#) on Mon, 11 Apr 2005 10:43:13 GMT
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Then you haven't configurate the br!!!

show the remote settings and the port !!

Subject: plz help me a qustion of br
Posted by [s921c003](#) on Tue, 12 Apr 2005 15:08:47 GMT
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brenbot.cfg:

```
#--Start Configuration-IRC-----
```

```
# Edit the information below for your setup.
```

```
# At least edit BotName and IrcChannel.
```

```
BotName = OhTech
```

```
BotFullName = OhTech(BlazeRegulator/BRenBot 1.41 Win32)
```

```
IrcServer = irc.fanmaps.net
```

```
IrcPort = 6668
```

```
IrcChannel = #OTServer
```

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

```
# Enable auth via "Q" or "NickServ" below. Sample input is shown.
```

```
Qauth = 0
```

```
Qusername = RenBot01
```

```
Qpassword = mypassword
```

```
# 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 = 12345
RenRemLinuxPassword = yourpass

#--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 = 100
# 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 = 0
# 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 original 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 = 0

Delete gamelog files instead of archiving it. Normally, brenbot archives it.

Delete_Gamelog_Files = 0

#--End Configuration-----

Subject: plz help me a question of br

Posted by [theplague](#) on Mon, 18 Apr 2005 05:59:14 GMT

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forcee nub (-_-)

lol, if RenRem is not configered with Bren then Bren can't msg into game, the fact is Bren CAN msg into game, but is not responding to IRC commands.

And BTW: the !help command is pure Bren, it doesn't need connections with the server to display a list of commands.

i'll replay with a way to fix as soon as i figger this out

Fix:

If you are Q'oped on your channel, that could be why (the nickname using commands)...

type: /mode #channel -q irc_nick
