
Subject: Quick Questions

Posted by [trooprm02](#) on Thu, 08 Dec 2005 15:14:13 GMT

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Hey,

I recently set up a sniping server on XWIS and I have a few questions.

1. What is the best sniping only mod for my server, (my current one requires me to input different scripts that don't allow as many functions as my regular ones).

2. I followed the instruction for Brenbot on RenegadeWiki.com (Which helped me so much and owe it to blazer and crimson for setting up that site, BUT now my server is full renguard server and would like it to be half-renguard (explained below), I thought I saw a setting to turn the server to half-renguard but can't find it. I installed SSP1, does that have anything to do with it?

3. I set the shortcut to -multi but was forced to change it to game2.exe (non-rengaurd) for it to load up. I also tried Game.exe which didn't work, would Renegade.exe make a difference? So basically I can't load renguard and join my server.

4. I want to setup a CTF and AOW server, do I have to install in a different Dir and create different irc channel and etc, or is that what's called a slave server (noob question)? If so, how would I set one up?

5. To change my mods and admins .cfg do I edit it like this:

```
moderator01=trooprm02 OR trooprm0201 ?
```

Thanks for the help,

I owe everyone one, trooprm02

Subject: Re: Quick Questions

Posted by [Cat998](#) on Thu, 08 Dec 2005 16:42:30 GMT

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1.) SSAOW 1.4 has a built in Snipermod: <http://black-cell.net/SSAOW1.4.zip>

2.) renguard.cfg --> halfrenguard = 1

3.) ?

4.) Different directories and irc channels (don't use slave servers)

5.) No, replace it:

```
nick1
```

```
nick2
```

```
nick3
```

Subject: Re: Quick Questions

Posted by [trooprm02](#) on Thu, 08 Dec 2005 19:12:12 GMT

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Cat998 wrote on Thu, 08 December 2005 10:42:1.) SSAOW 1.4 has a built in Snipermod:
<http://black-cell.net/SSAOW1.4.zip>

2.) renguard.cfg --> halfrenguard = 1

3.) ?

4.) Different directories and irc channels (dont use slave servers)

5.) No, replace it:

nick1
nick2
nick3

Why shouldn't I use slave servers? Different Dir and irc is much more complicated

Subject: Re: Quick Questions

Posted by [trooprm02](#) on Thu, 08 Dec 2005 19:22:56 GMT

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and in renguard.cfg the only options are:

renguard config file

Pure Mode - Disallows any clients with model textures (skins) and alternative weapon models. 1
= enable, 0 = disable.

Pure_Mode = 0

Server Motd ID - your motd id, as assigned on the Server Motd Configuration on renguard.com
(numeric)

0 if you do not have a motd.

motd = 0

how to notify non renguard users. available options: msg , page, off
page is WOL only. if you disable it, it will only do the kick message.
be sure to put it into your motd then

notify = msg

Subject: Re: Quick Questions

Posted by [danpaul88](#) on Thu, 08 Dec 2005 19:30:49 GMT

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then you either have an old version of brenbot or have somehow got files from an older version mixed with the new ones..

or you deleted half of it..

it should read like this (brenbot 1.41)

Quote:# renguard config file

Pure Mode - Disallows any clients with model textures (skins) and alternative weapon models. 1 = enable, 0 = disable.

Pure_Mode = 0

Server Motd ID - your motd id, as assigned on the Server Motd Configuration on renguard.com (numeric)

0 if you do not have a motd.

motd = 0

how to notify non renguard users. available options: msg , page, off, pamsg

page is WOL only. if you disable it, it will only do the kick message.

be sure to put it into your motd then

pamsg is bhs.dll only. it will be automatically used, when bhs.dll is detected

notify = msg

new features

nokickmsg = 1

This disables the "xxx was kicked by RenGuard: You need RenGuard to play on this server" message

warnmessage = You need RenGuard to play on this server. Download it from www.renguard.com

This changes the default warn message.

```
# kicktimer = 5

# This changes the default time delay between sending the warning messages before kicking.

halfrenguard = 1

# To turn on "Half-RenGuard", set this to 1. This will allow non-RenGuard users to the Server.

halfrenguard_pamsg_norg = Running RenGuard on this Server is recommended. Download it
from www.renguard.com. With RenGuard, you will get unofficial patches ("core patches") and you
can use commands on this server!
halfrenguard_pamsg_nocommands = To use the %command on this server, you need RenGuard.
Download it from www.renguard.com. With RenGuard, your Renegade is always kept up to date
with the newest patches from Blackhand Studios!

# These messages are displayed, when a non-rg user joins, and when a non-rg user attempts to
use a !command

halfrenguard_pamsg_norg_interval = 600
# The interval for the pamsg that is sent to every non-rg user

halfrenguard_hostmsg_enabled = 1
# This enables the public hostmsg. Highly advised
halfrenguard_hostmsg_message = %name is NOT running RenGuard! %name COULD be
cheating.
# This is the msg
halfrenguard_hostmsg_interval = 480
# This says how often the message should be repeated, in seconds
halfrenguard_allowed_commands = !help !rules
# These are the allowed commands for no RG users. You shouldn't add !showmods. Cheaters
tend to type that. If
# none is there, they start cheating
```

Subject: Re: Quick Questions
Posted by [trooprm02](#) on Thu, 08 Dec 2005 23:20:51 GMT
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Fixed it

But know it won't let me !rg people but I can !forcerg and then it will tell me if they are using it

Also why shouldn't set up a slave server?

Subject: Re: Quick Questions
Posted by [trooprm02](#) on Thu, 08 Dec 2005 23:23:58 GMT
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Oh and when I add some moderators (myself) it sayed that there were no in-game mods

I added them like this in the admin.cfg file:
trooprm0201
^name ^mod number

Subject: Re: Quick Questions
Posted by [light](#) on Fri, 09 Dec 2005 03:25:17 GMT
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I would guess the format should just be:

nickname
anothernickname
yetanothernickname

e.g:

light
lightaura
tek

etc.

Subject: Re: Quick Questions
Posted by [Goztow](#) on Fri, 09 Dec 2005 07:59:28 GMT
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yes, and don't forget to !rehash after you changed the files

Subject: Re: Quick Questions
Posted by [trooprm02](#) on Fri, 09 Dec 2005 20:18:26 GMT
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So I don't have to have the numbers after?
Also, I have 1.41, and my !rgplayers and !nonrgplayers commands don't work

It is a half-renguard server, but that blue text at the begining doesn't load up (still makes the sound tho), and I don't have a ssc_ignore or donate.cfg files, so if someone could tell me where I could get them that would be great

BTW, ssc_ignore ignores certain people renguard wise, so does it let them use all the regular commands too? also there are many other ingame commands not working...example:

<http://img502.imageshack.us/img502/7315/example1bb.jpg>

Are the commands directly effected by my servers scripts?
Because for my sniping only mod, I had to overwrite my updated scripts with some older ones

Subject: Re: Quick Questions

Posted by [danpaul88](#) on Sat, 10 Dec 2005 01:05:53 GMT

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you dont need either the ssc_ignore or the donate.cfg files, which is why they don't come with BRenBot. You make them yourself with notepad if you want them, but they don't effect commands or anything.

Subject: Re: Quick Questions

Posted by [trooprm02](#) on Sun, 11 Dec 2005 02:38:37 GMT

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Got all my commands to work! Few more questions tho..

1.How would setting up 3 different (seperate) fds servers in different Dirs be better than setting up 3 slave servers?

2.When I start/shutdown the server do the stata restart?

3.When using renstat, is it better to start the server first or renstat?

Thanks for the help, Trooprm02

[+TRPM+]Clan Leader

Subject: Re: Quick Questions

Posted by [trooprm02](#) on Sun, 11 Dec 2005 13:48:52 GMT

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Also, I noticed that sscaow has sniping (etc) and even ctf!
Now, is this ssctf, or something different and which is better to use for a ctf server?

And in my sniping server I set the spawn credit rate to 1000 (for noobjeters), but when I load ssc, and set it to sniping it overrides my original command and has no place to insert a credit rate in itself

Subject: Re: Quick Questions
Posted by [Ma1kel](#) on Sun, 11 Dec 2005 18:21:49 GMT
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SSAOW 1.4 is by default AOW, but in the ssaow.ini there are options to make it a Sniper or Infantry Only server. There is no option to make it CTF. CTF 1.4 is coming out soon so just wait for it.

Subject: Re: Quick Questions
Posted by [trooprm02](#) on Sun, 18 Dec 2005 13:08:59 GMT
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Thanks

Servers setup and running at full capacity

Subject: Re: Quick Questions
Posted by [trooprm02](#) on Tue, 20 Dec 2005 19:13:36 GMT
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Ma1kel wrote on Sun, 11 December 2005 12:21SSAOW 1.4 is by default AOW, but in the ssaow.ini there are options to make it a Sniper or Infantry Only server. There is no option to make it CTF. CTF 1.4 is coming out soon so just wait for it.

Wait....there is the option, theres also an option for 500 sniping.....but does anyone know when SSCCTF will come out?
and who is developing/coding it?

Subject: Re: Quick Questions
Posted by [Ma1kel](#) on Tue, 20 Dec 2005 21:23:01 GMT
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It should be soon, and Black-Cell would be mainly coding it.

Subject: Re: Quick Questions
Posted by [trooprm02](#) on Fri, 23 Dec 2005 14:28:45 GMT
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Thanks,

but I still have no reseaning behind not setting up 3 different server directorires, instead of using 3

slave servers

Anyone know why or how this is better?
