Subject: WOLSpy and BrenBot Conflict
Posted by trooprm02 on Fri, 23 Dec 2005 15:06:42 GMT
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In the Renegadewiki BrenBot Demo, it says to leave my remote admin ip to 127.0.0.1 and it specifically says MUST, but then I load up WOLSpy and it wouldn't let me connect with that ip (oviously), so what do I do now?

It also said that now I have to change my settings in server.ini, which has to match the settings in brenbot.cfg

Any suggestions?

Subject: Re: WOLSpy and BrenBot Conflict
Posted by TD on Fri, 23 Dec 2005 17:56:27 GMT
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WOLSpy uses the GameSpy entries in server.ini. Fill them in and edit the wolspy.ini config file to make it match the data (ALSO THE FOLDER OF THE SERVER).

BRenBot RenRem entries must match the ones in the server.ini too.

Subject: Re: WOLSpy and BrenBot Conflict
Posted by Nightma12 on Fri, 23 Dec 2005 17:59:29 GMT
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Quote: it says to leave my remote admin ip to 127.0.0.1 and it specifically says MUST

NO, leave Remote AdminIP blank

Subject: Re: WOLSpy and BrenBot Conflict
Posted by trooprm02 on Sat, 24 Dec 2005 21:14:55 GMT
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Problem with that...

1.My renport is set to zero in server.ini so what do I do?
2.It says, "Warning, Saved RemoteAdminIP doesn't make detected IP,(my ip)"

Sugestions?

Thanks for the help.

Subject: Re: WOLSpy and BrenBot Conflict
Posted by trooprm02 on Sun, 25 Dec 2005 16:23:19 GMT

trooprm02 wrote on Sat, 24 December 2005 15:14Problem with that...

1.My renport is set to zero in server.ini so what do I do?
2.It says, "Warning, Saved RemoteAdminIP doesn't make detected IP,(my ip)"

Sugestions?

Thanks for the help.

Anyone?

Subject: Re: WOLSpy and BrenBot Conflict
Posted by AADude7 on Sun, 25 Dec 2005 20:17:13 GMT

Just read this: http://www.mp-gaming.net/index.php?act=brenguide

Follow everything and it should work.

Subject: Re: WOLSpy and BrenBot Conflict
Posted by trooprm02 on Mon, 26 Dec 2005 18:59:21 GMT

trooprm02 wrote on Sat, 24 December 2005 15:14Problem with that...

1.My renport is set to zero in server.ini so what do I do?
2.It says, "Warning, Saved RemoteAdminIP doesn't match detected IP,(my ip)"

Sugestions?

Thanks for the help.

REMOTE ADMIN IP MUST BE 127.0.0.1 OR ELSE BRENBOT WILL NOT LOAD!

Suggestions?

Subject: Re: WOLSpy and BrenBot Conflict

Posted by troopm02 on Fri, 30 Dec 2005 17:12:52 GMT

trooprm02 wrote on Mon, 26 December 2005 12:59trooprm02 wrote on Sat, 24 December 2005 15:14Problem with that...

1.My renport is set to zero in server.ini so what do I do?
2.It says, "Warning, Saved RemoteAdminIP doesn't match detected IP,(my ip)"

Sugestions?

Thanks for the help.

REMOTE ADMIN IP MUST BE 127.0.0.1 OR ELSE BRENBOT WILL NOT LOAD!

Suggestions?

Still need help

Subject: Re: WOLSpy and BrenBot Conflict
Posted by trooprm02 on Sat, 31 Dec 2005 20:52:40 GMT

trooprm02 wrote on Fri, 30 December 2005 12:12trooprm02 wrote on Mon, 26 December 2005 12:59trooprm02 wrote on Sat, 24 December 2005 15:14Problem with that...

1.My renport is set to zero in server.ini so what do I do?
2.It says, "Warning, Saved RemoteAdminIP doesn't match detected IP,(my ip)"

Sugestions?

Thanks for the help.

REMOTE ADMIN IP MUST BE 127.0.0.1 OR ELSE BRENBOT WILL NOT LOAD!

Suggestions?

Still need help

Need help

Subject: Re: WOLSpy and BrenBot Conflict
Posted by trooprm02 on Tue, 03 Jan 2006 20:12:18 GMT
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trooprm02 wrote on Mon, 26 December 2005 12:59trooprm02 wrote on Sat, 24 December 2005 15:14Problem with that...

1.My renport is set to zero in server.ini so what do I do?
2.It says, "Warning, Saved RemoteAdminIP doesn't match detected IP,(my ip)"

Sugestions?

Thanks for the help.

REMOTE ADMIN IP MUST BE 127.0.0.1 OR ELSE BRENBOT WILL NOT LOAD!

Suggestions?

Need Help

Subject: Re: WOLSpy and BrenBot Conflict
Posted by TD on Wed, 04 Jan 2006 00:40:53 GMT
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Perhaps you should post the file content here with the passwords and stuff filtered out of course, so we can see what is wrong.

Subject: Re: WOLSpy and BrenBot Conflict
Posted by trooprm02 on Thu, 05 Jan 2006 21:16:51 GMT
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TD wrote on Tue, 03 January 2006 18:40Perhaps you should post the file content here with the passwords and stuff filtered out of course, so we can see what is wrong.
Ok, ill post my server.ini, brenbot.ini and what wolspy says:

Server.ini; This file is part of the Server Side AOW Library.

; ---

; Settings for the Server Side AOW Library
;
; Settings that control the extended settings for your All Out War server are
; present in this file. Change these settings to configure how your All Out War
; server will be ran.
;
;
;   ** ***************
;
;

[General]

; This option causes certain vehicles to leave remains when destroyed.
; When a vehicle is destroyed, it will leave behind a destroyed version of the vehicle.
; This destroyed version can be killed for more points, or repaired to bring the tank back to life.
; The vehicles that will leave behind remains are the GDI Humm-vee, Nod Buggy, GDI APC,
; GDI Medium Tank, and Nod Light Tank.

EnableVehicleWreckages=0

; This enables crates for every map. Crates turns those little yellow boxesinto a lottery-based
; system that can help turn the tide of any game, and could lead to some pretty fun times.
; A list of available crates and details is available in crates.cfg. You can configure the crates
; under the subsection Crates

EnableCrates=0

; FDSLogRoot=
;
; This setting determines where the logs for the FDS data recorded by the newer
; additions are written to. This is only the root part of the text file; the date
; will still be added to the end of the file name. IE if you set this to
; 'renlog', the log data will be written to "renlog_<date>.txt". Default is

; 'ssaow\ssaowlog'.
;
; Note: If you set this to 'renlog', it will be written to the same log output
; file and could be read by older server side bots.

FDSLogRoot=ssaow\ssaowlog

; MapIDDebug=
;
; This setting allows for the FDS to report any ID numbers that can be used to
; identify the loaded map in this file. It is useful for trying to enable fan
; maps to work. Set this to 1 to enable this option. Set this to 0 to disable
; this option. Default is 0.

MapIDDebug=1

; ReportBuildingDamage=
; BRenBot does not require this option to be enabled for the !buildings command
; to function properly. Its best to leave this turned OFF unless you have an
; other bot which uses this feature.
;
; This setting allows for the FDS to report when a building is under attack, who
; is attacking the building, and what the attack is. Set this to 1 to enable
; this option. Set this to 0 to disable this option. Default is 1.

ReportBuildingDamage=1

; BuildingDamageInterval=
;
; This setting determines how long time should elapse before a building reports
; if it is under attack. If ReportBuildingDamage is off, ignore this option.
; Default is 30 seconds.

BuildingDamageInterval=30.0

; ReportBuildingDeath=
;
; This setting allows for the FDS to report when a building has been destroyed,
; who killed it, and what the killer was. Set this to 1 to enable this option.
; Set this to 0 to disable this option. Default is 1.

ReportBuildingDeath=0

; BuildingDeathRewardPage=
; BRenBot does not require this option to be enabled for the !buildings command
; to function properly. Its best to leave this turned OFF unless you have an
; other bot which uses this feature.

;
; This setting will allow the FDS to send a reward page to the player who kills
; a building. The message is simple: "X has been destroyed thanks to you!",
; where X is the building name. This has no game play value. Set this to 1 to
; enable this option. Set this to 0 to disable this option. Default is 0.

BuildingDeathRewardPage=0

; EnableDropWeapons=
;
; This setting allows for players to drop their main weapon when they are killed.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 1.
; THIS HAS BEEN DISABLED AND MOVED INTO THE MAP SECTION, SEE FIELDTS!!
; IT IS DEFAULTED TO 1

; EnableDropWeapons=1

; EnableWeather=
;
; This setting allows for flowing weather to be drawn on your server. The type
; of precipitation that falls is determined below. This setting does not affect
; game play; however, it can cause performance to drop to some players. Set this
; to 1 to enable this option. Set this to 0 to disable this option. Default is
; 1.

EnableWeather=1

; PlayObCharge=
;
; This setting allows the Nod Obelisk to play a powerup animation before it
; fires. The Obelisk and game play are not affected by this setting; however,
; it can cause performance to drop to some players. Set this to 1 to enable this
; option. Set this to 0 to disable this option. Default is 1.

PlayObCharge=0

; ShowPlayerPurchases=
;
; This setting allows the FDS to report when a player purchases a character.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

ShowPlayerPurchases=0

; ShowPlayerKillMessage=
;
; This setting allows the FDS to report when a player is killed, who killed the

; player, and what character the two players were. Set this to 0 to disable this
; option. Default is 0.
; DO NOT ENABLE THIS IF YOU RUN BRENBOT 1.40 and higher!!! It will crash your server.

ShowPlayerKillMessage=0

; LogVehicleCreate=
;
; This setting allows for the FDS to report when a vehicle is 'created'.
; Usually this occurs when a vehicle is purchased. A server side bot can
; combine this with the "player purchased a vehicle" line written to the renlog
; file to create a message similar to "vloktboky purchased a GDI Humm-vee". Set
; this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

LogVehicleCreate=0

; LogHarvesterDeath=
;
; This setting allows the FDS to report when the harvesters are destroyed, who
; killed the harvester, and what the killer was. LogVehicleDeath does not affect
; this option. Set this to 1 to enable this option. Set this to 0 to disable
; this option. Default is 1.
; DO NOT ENABLE THIS IF YOU RUN BRENBOT 1.40 and higher!!! It will crash your server.

LogHarvesterDeath=0

; LogVehicleDeath=
;
; This setting allows the FDS to report when a vehicle is killed, who killed the
; vehicle, and what the killer was. Set this to 1 to enable this option. Set
; this to 0 to disable this option. Default is 0.
; DO NOT ENABLE THIS IF YOU RUN BRENBOT 1.40 and higher!!! It will crash your server.

LogVehicleDeath=0

; PlayVehicleDeathAnimations=
;
; This setting allows for vehicles that are destroyed to play a destruction
; animation. This setting does not affect game play; however, it can cause
; performance to drop to some players. Set this to 1 to enable this option.
; Set this to 0 to disable this option. Default is 1.

PlayVehicleDeathAnimations=0

; EnableVehicleDamageAnimations=
;
; This setting allows for vehicles to play damage animations when they lose

; health. If enabled, vehicles will have small explosions and catch on fire as
; they drop below a certain point in their total health. This setting does not
; affect game play; however, it can cause performance to drop to some players.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 1.

EnableVehicleDamageAnimations=0

; AFKKick=
;
; This setting allows for the Auto AFK Kicker to be turned on. This setting will
; warn and kick any users who do not move for the specified time. (See below)
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.
; There is a BUG in this which will occaisionally kick players who are not
; really AFK, dont turn it on.
; Also when the player is alone in the server and has 'gameplay pending'
; eventually he will be kicked after the <AFKWait=*> expired.

AFKKick=0

; AFKWait=
;
; This option controls how long (in minutes) a person is allowed to remain
; inactive before the player is kicked for being idle. If AFKKick is disabled,
; ignore this option. This setting must be at least 2. (two minutes) Default is
; 10. (ten minutes)
; Just leave this on 600minutes and dont enable it, it has bugs in the feature as
; described above.

AFKWait=600

; AFKPageMessage=
;
; This option controls what message is paged to an inactive player one minute
; before the player is kicked for being idle. This message can not exceed 200
; characters. If AFKKick is disabled, ignore this option. Default message is
; "Warning! You might be kicked for being AFK/Idle if you do not move!".

AFKPageMessage="Warning! You might be kicked from the server for being AFK/Idle if you do
not move!"

; EnableObGlitchProtect=
;
; This setting allows the FDS to prevent players from glitching the obelisk. If
; the obelisk fires at the player for 8 times in a row, the player is warned. If
; the obelisk fires at the player for 10 times in a row, the player is kicked.
; Set this to 1 to enable this option. Set this to 0 to disable this option.

; Default is 0.

EnableObGlitchProtect=0

; ObGlitchPageMessage=
;
; This option controls what message is paged to a player who is glitching the
; obelisk two minutes before the player is kicked. This message can not exceed
; 200 characters. If EnableObGlitchProtect is disabled, ignore this option.
; Default message is "Warning! You might be kicked for glitching the Obelisk!".

ObGlitchPageMessage="Warning! You might be kicked for glitching the Obelisk!"

; EnableB2BProtect=
;
; This setting allows the FDS to prevent players from base to base attacking.
; Currently, this option only works for C&C_Islands.mix. If the player attacks
; the building from an illegal position 4 times in a row, the player is warned.
; If the player attacks the building from an illegal position 6 times in a row,
; the player is kicked. Set this to 1 to enable this option. Set this to 0 to
; disable this option. Default is 0.

EnableB2BProtect=0

; B2BPageMessage=
;
; This option controls what message is paged to a player who is base to base
; attacking before they are kicked. This message can not exceed 200 characters.
; If EnableB2BProtect is disabled, ignore this option. Default message is
; "Warning! You might be kicked for base to base attacking!".

B2BPageMessage="Warning! You might be kicked for base to base attacking!"

; DestroyPlayerVeh=
;
; This setting allows the server to destroy the vehicle a player is in when the
; player leaves the server and/or commits suicide. Set this to 1 to enable this
; option. Set this to 0 to disable this option. Default is 0.

DestroyPlayerVeh=0

; This enables Gamelog logging. If you want to turn it off, set it to 0.
; Note: Some of BRenBot's Features will not work then

Enable_Gamelog=1

; Here you can set the crate percentages. If you want to disable specific crate,

; set it to 0. Make sure the total sum is 100, or SSAOW will take its defaults.
; The stealth crate only works if everyone on your server has CP1 or higher.

[Crates]
Weapon=15
Money=13
Points=13
Vehicle=10
Death=6
Tiberium=6
Ammo=5
Armor=5
Health=5
Character=4
ButterFingers=3
Spy=3
Stealth=3
Refill=3
Beacon=2
God=2
Thief=2

; [MapName]
;
; This area is where the type of precipitation created for the map due to the
; EnableWeather feature is stored. The section is the map name. Besides the
; key 'WeatherType', you can specify one of three different types of
; precipitation: Rain, Snow, or Ash.

[C&C_Walls.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
GDIRVC_X=-9.480031
GDIRVC_Y=-205.716034
GDIRVC_Z=-2.577033
GDIRVC_Face=84.120964
GDIRVCP_X=-11.487620
GDIRVCP_Y=-220.104431
GDIRVCP_Z=-3.577033
GDIRVCP_Face=84.073631
NodRVC_X=-52.634510
NodRVC_Y=212.256439
NodRVC_Z=-2.577033
NodRVC_Face=-95.246979
NodRVCP_X=-52.614838

NodRVCP_Y=219.711349
NodRVCP_Z=-3.552859
NodRVCP_Face=-87.735405
DisableList="Extras"

[C&C_Mesa.mix]
WeatherType=Rain
GDIRVC_Y=-87.025269
GDIRVC_X=-22.135242
GDIRVC_Z=1.105895
GDIRVC_Face=89.505226
GDIRVCP_Y=-82.588554
GDIRVCP_X=-5.961161
GDIRVCP_Z=0.105895
GDIRVCP_Face=89.329987
NodRVC_Y=124.705795
NodRVC_X=3.684499
NodRVC_Z=1.5444786
NodRVC_Face=-48.112946
NodRVCP_Y=132.744431
NodRVCP_X=-5.664163
NodRVCP_Z=1.544786
NodRVCP_Face=-48.168800
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_Glacier_Flying.mix]
WeatherType=Snow
DisableList="Extras"

GDIRVC_X=52.584122
GDIRVC_Y=-94.876297
GDIRVC_Z=1.105895
GDIRVC_Face=33.724937
GDIRVCP_X=33.475666
GDIRVCP_Y=-107.598297
GDIRVCP_Z=1.105895
GDIRVCP_Face=33.773483
NodRVC_X=-143.889099
NodRVC_Y=79.443176
NodRVC_Z=1.105895
NodRVC_Face=-28.448231
NodRVCP_X=-151.296158
NodRVCP_Y=90.255882
NodRVCP_Z=1.105895
NodRVCP_Face=-46.934597

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Islands.mix]
ToggleBD=0
WeatherType=Rain

NodTurret1_X=-25.259
NodTurret1_Y=-166.069
NodTurret1_Z=-1
NodTurret1Rebuy_X=-23.080
NodTurret1Rebuy_Y=-169.631
NodTurret1Rebuy_Z=-1.311
NodTurret2_X=-46.668
NodTurret2_Y=-134.398
NodTurret2_Z=-0.187
NodTurret2Rebuy_X=-49.828
NodTurret2Rebuy_Y=-134.320
NodTurret2Rebuy_Z=-0.831
DisableList="Extras"

GDIRVC_X=-129.783051
GDIRVC_Y=76.742599
GDIRVC_Z=0.01852
GDIRVC_Face=-90.000
GDIRVCP_X=-129.783051
GDIRVCP_Y=85.742599
GDIRVCP_Z=0.01852
GDIRVCP_Face=0.000
NodRVC_X=-124.923019
NodRVC_Y=-196.427875
NodRVC_Z=1.168
NodRVC_Face=90.000
NodRVCP_X=-124.923019
NodRVCP_Y=-204.427875
NodRVCP_Z=1.522
NodRVCP_Face=0.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Canyon.mix]
ToggleBD=1
WeatherType=Rain

GDIRVC_X=-75.909
GDIRVC_Y=144.947
GDIRVC_Z=1.118
GDIRVC_Face=0.000
GDIRVCP_X=-80.703
GDIRVCP_Y=139.754
GDIRVCP_Z=0.000
GDIRVCP_Face=90.000
NodRVC_X=-94.879
NodRVC_Y=-122.492
NodRVC_Z=1.124
NodRVC_Face=-90.000
NodRVCP_X=-101.457
NodRVCP_Y=-122.605
NodRVCP_Z=-0.019
NodRVCP_Face=0.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_Complex.mix]
ToggleBD=1
WeatherType=Rain

GDIRVC_X=-51.219
GDIRVC_Y=192.315
GDIRVC_Z=1.209
GDIRVC_Face=-80.000
GDIRVCP_X=-58.488
GDIRVCP_Y=190.628
GDIRVCP_Z=0.003
GDIRVCP_Face=10.000
NodRVC_X=-32.687
NodRVC_Y=-176.364
NodRVC_Z=1.253
NodRVC_Face=78.000
NodRVCP_X=-40.040
NodRVCP_Y=-177.890
NodRVCP_Z=0.000
NodRVCP_Face=0.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_Volcano.mix]
ToggleBD=1
WeatherType=Ash

GDIRVC_X=148.624924
GDIRVC_Y=-83.466896
GDIRVC_Z=-3.528745
GDIRVC_Face=-118.000
GDIRVCP_X=148.624924
GDIRVCP_Y=-90.466896
GDIRVCP_Z=-3.594
GDIRVCP_Face=-118.000
NodRVC_X=-38.412956
NodRVC_Y=124.800880
NodRVC_Z=-3.416
NodRVC_Face=7.000
NodRVCP_X=-38.412956
NodRVCP_Y=130.800880
NodRVCP_Z=-3.633
NodRVCP_Face=0.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

DisableList="Extras"

[C&C_Walls_Flying.mix]
ToggleBD=1
WeatherType=Rain

GDIRVC_X=-9.480031
GDIRVC_Y=-205.716034
GDIRVC_Z=-2.577033
GDIRVC_Face=84.120964
GDIRVCP_X=-11.487620
GDIRVCP_Y=-220.104431
GDIRVCP_Z=-3.577033
GDIRVCP_Face=84.073631
NodRVC_X=-52.634510
NodRVC_Y=212.256439
NodRVC_Z=-2.577033
NodRVC_Face=-95.246979
NodRVCP_X=-52.614838
NodRVCP_Y=219.711349
NodRVCP_Z=-3.552859
NodRVCP_Face=-87.735405

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_City_Flying.mix]
WeatherType=Rain

GDIRVC_X=54.951
GDIRVC_Y=-201.937
GDIRVC_Z=-1.915
GDIRVC_Face=64.700
GDIRVCP_X=53.275
GDIRVCP_Y=-211.463
GDIRVCP_Z=-3.636
GDIRVCP_Face=63.406
NodRVC_X=-58.038
NodRVC_Y=222.676
NodRVC_Z=-2.266
NodRVC_Face=-116.461
NodRVCP_X=-67.750
NodRVCP_Y=209.262
NodRVCP_Z=-2.952
NodRVCP_Face=62.544

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_City.mix]
WeatherType=Rain

GDIRVC_X=54.951
GDIRVC_Y=-201.937
GDIRVC_Z=-1.915
GDIRVC_Face=64.700
GDIRVCP_X=53.275
GDIRVCP_Y=-211.463
GDIRVCP_Z=-3.636
GDIRVCP_Face=63.406
NodRVC_X=-58.038
NodRVC_Y=222.676
NodRVC_Z=-2.266
NodRVC_Face=-116.461
NodRVCP_X=-67.750
NodRVCP_Y=209.262

NodRVCP_Z=-2.952
NodRVCP_Face=62.544

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_Field.mix]
WeatherType=Rain

GDIRVC_X=98.022
GDIRVC_Y=-71.006
GDIRVC_Z=1.078
GDIRVC_Face=90.000
GDIRVCP_X=105.128
GDIRVCP_Y=-67.966
GDIRVCP_Z=-0.073
GDIRVCP_Face=180.000
NodRVC_X=-7.865
NodRVC_Y=87.515
NodRVC_Z=1.344
NodRVC_Face=180.000
NodRVCP_X=-7.388
NodRVCP_Y=94.225
NodRVCP_Z=0.061
NodRVCP_Face=-90.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_Under.mix]
WeatherType=Snow
GDIRVC_X=-196.998
GDIRVC_Y=-66.066
GDIRVC_Z=-1.946
GDIRVC_Face=0.000
GDIRVCP_X=-205.692
GDIRVCP_Y=-65.578
GDIRVCP_Z=-3.295
GDIRVCP_Face=0.000
NodRVC_X=-90.586
NodRVC_Y=117.776
NodRVC_Z=-2.537
NodRVC_Face=-90.000
NodRVCP_X=-101.586

NodRVCP_Y=117.776
NodRVCP_Z=-3.891
NodRVCP_Face=-90.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[C&C_Hourglass.mix]
WeatherType=Rain
GDIRVC_X=-46.628
GDIRVC_Y=-203.742
GDIRVC_Z=-2.279
GDIRVC_Face=141.262
GDIRVCP_X=-37.872
GDIRVCP_Y=-221.244
GDIRVCP_Z=-3.633
GDIRVCP_Face=141.262
NodRVC_X=253.071
NodRVC_Y=-24.486
NodRVC_Z=-2.311
NodRVC_Face=-115.598
NodRVCP_X=-60.231
NodRVCP_Y=222.059
NodRVCP_Z=-3.633
NodRVCP_Face=-50.035
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

DisableList="Extras"
[C&C_FieldTS.mix]
EnableDropWeapons=0
GDIRVC_X=98.5176
GDIRVC_Y=-70.3238
GDIRVC_Z=0.900
GDIRVC_Face=57.583
GDIRVCP_X=98.5176
GDIRVCP_Y=-80.3238
GDIRVCP_Z=0.900
GDIRVCP_Face=-123.146
NodRVC_X=-128.690
NodRVC_Y=103.001
NodRVC_Z=0.623
NodRVC_Face=-128.690
NodRVCP_X=-120.690

NodRVCP_Y=103.001
NodRVCP_Z=0.620
NodRVCP_Face=0.000

[C&C_Siege.mix]
GDIRVC_X=188.683
GDIRVC_Y=-26.792
GDIRVC_Z=-3.613
GDIRVC_Face=57.583
GDIRVCP_X=181.683
GDIRVCP_Y=-26.792
GDIRVCP_Z=-3.613
GDIRVCP_Face=-123.146
NodRVC_X=-178.690
NodRVC_Y=-56.001
NodRVC_Z=-3.620
NodRVC_Face=-90.000
NodRVCP_X=-190.690
NodRVCP_Y=-51.001
NodRVCP_Z=-3.620
NodRVCP_Face=0.000

[C&C_BunkersTS.mix]
ToggleBD=1

GDIRVC_X=61.792
GDIRVC_Y=-175.683
GDIRVC_Z=-3.256
GDIRVC_Face=57.583
GDIRVCP_X=68.512
GDIRVCP_Y=-164.303
GDIRVCP_Z=-5.085
GDIRVCP_Face=-123.146
NodRVC_X=-66.001
NodRVC_Y=171.690
NodRVC_Z=-2.623
NodRVC_Face=-90.000
NodRVCP_X=-70.401
NodRVCP_Y=180.466
NodRVCP_Z=-3.620
NodRVCP_Face=0.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

DisableList="Extras"

[C&C_Conquest_Winter.mix]
GDIRVC_X=334.496
GDIRVC_Y=-259.888
GDIRVC_Z=49.275
GDIRVC_Face=0.000
GDIRVCP_X=329.608
GDIRVCP_Y=-252.692
GDIRVCP_Z=48.056
GDIRVCP_Face=-90.000
NodRVC_X=-15.658
NodRVC_Y=113.757
NodRVC_Z=2.725
NodRVC_Face=180.000
NodRVCP_X=-23.609
NodRVCP_Y=115.746
NodRVCP_Z=1.545
NodRVCP_Face=0.000

WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
DisableList="Extras"

[DefaultEngL1]
01="CnC_POW_MineTimed_Player_01"
02="POW_Pistol_Player"
03="CnC_POW_MineRemote_02"

[DefaultEngL2]
01="CnC_POW_MineRemote_02"
02="POW_Pistol_Player"
03="CnC_POW_MineTimed_Player_02"
04="CnC_MineProximity_05"

[DefaultOther]
01="CnC_POW_MineTimed_Player_01"
02="POW_Pistol_Player"

[Extras]
01="CnC_GDI_Mutant_0_Mutant"
02="CnC_Nod_Mutant_0_Mutant"
03="CnC_GDI_Mutant_1Off_Acolyte"
04="CnC_Nod_Mutant_1Off_Acolyte"
05="CnC_GDI_Mutant_2SF_Templar"
06="CnC_Nod_Mutant_2SF_Templar"
07="CnC_Civilian_Pickup01_Secret"

08="CnC_Civilian_Sedan01_Secret"
09="Nod_Chameleon"

[Translated_Preset]

; This is the Preset Name Library section. Here, preset names are translated to
; text names. For instance, for the GDI Barracks, which has the key
; "mp_GDI_Barracks", you can have the FDS output "GDI Barracks", or "Barracks",
; or even "GDI Soldier Factory". You can also add your own keys here if you ever
; see one missing from the library. If the FDS can not find the preset here, it
; will output the preset name, such as "mp_GDI_Barracks".

mp_GDI_Barracks="GDI Barracks"
mp_GDI_War_Factory="GDI Weapons Factory"
mp_GDI_Repair_Bay="GDI Repair Facility"
mp_GDI_Refinery="GDI Tiberium Refinery"
mp_GDI_Power_Plant="GDI Power Plant"
mp_GDI_Com_Center="GDI Communications Center"
mp_Nod_Airstrip="Nod Airstrip"
mp_Nod_Repair_Bay="Nod Repair Facility"
mp_Nod_Refinery="Nod Tiberium Refinery"
mp_Nod_Power_Plant="Nod Power Plant"
mp_Nod_Com_Center="Nod Communications Center"
mp_Hand_of_Nod="Hand of Nod"
mp_GDI_Advanced_Guard_Tower="GDI Advanced Guard Tower"
mp_GDI_Helipad="GDI Helipad"
mp_Mutant_Lab="Mutant Lab"
mp_Nod_Obelisk="Obelisk of Light"
mp_Nod_Helipad="Nod Helipad"
Nod_Obelisk="Obelisk of Light"
GDI_Ceiling_Gun_AGT="Advanced Guard Tower"
GDI_AGT="Advanced Guard Tower"
Nod_Turret_MP="Nod Turret"
Nod_Turret_MP_Improved="Nod Turret"
GDI_Guard_Tower="GDI Guard Tower"
CnC_GDI_Engineer_0="GDI Engineer"
CnC_GDI_Engineer_2SF="Hotwire"
CnC_GDI_Grenadier_0="GDI Grenadier"
CnC_GDI_Grenadier_2SF="Patch"
CnC_Ignatio_Mobius="Mobius"
CnC_Ignatio_Mobius_ALT2="Mobius"
CnC_GDI_MiniGunner_0="GDI Minigunner"
CnC_GDI_MiniGunner_1Off="GDI Officer"
CnC_GDI_MiniGunner_2SF="Deadeye"
CnC_GDI_MiniGunner_3Boss="Havoc"
CnC_GDI_MiniGunner_3Boss_ALT2="Havoc"

```
CnC_GDI_MiniGunner_3Boss_ALT3="Havoc"
CnC_GDI_MiniGunner_3Boss_ALT4="Havoc"
CnC_GDI_RocketSoldier_0="GDI Shotgunner"
CnC_GDI_RocketSoldier_1Off="GDI Rocket Soldier"
CnC_GDI_RocketSoldier_2SF="Gunner"
CnC_Sydney_PowerSuit="PIC Sydney"
CnC_Sydney_PowerSuit_ALT2="PIC Sydney"
CnC_Sydney="Sydney"
CnC_Nod_Engineer_0="Nod Engineer"
CnC_Nod_FlameThrower_0="Nod Flamethrower"
CnC_Nod_FlameThrower_1Off="Chemical Warrior"
CnC_Nod_FlameThrower_2SF="Stealth Black Hand"
CnC_Nod_FlameThrower_3Boss="Mendoza"
CnC_Nod_FlameThrower_3Boss_ALT2="Mendoza"
CnC_Nod_Minigunner_0="Nod Minigunner"
CnC_Nod_Minigunner_1Off="Nod Officer"
CnC_Nod_Minigunner_2SF="Black Hand Sniper"
CnC_Nod_Minigunner_3Boss="Sakura"
CnC_Nod_Minigunner_3Boss_ALT2="Sakura"
CnC_Nod_RocketSoldier_0="Nod Shotgunner"
CnC_Nod_RocketSoldier_1Off="Nod Rocket Soldier"
CnC_Nod_RocketSoldier_2SF="Laser Chaingunner"
CnC_Nod_RocketSoldier_3Boss="Raveshaw"
CnC_Nod_RocketSoldier_3Boss_ALT2="Raveshaw"
CnC_Nod_Technician_0="Technician"
CnC_GDI_APC="GDI APC"
CnC_GDI_Humm-vee="GDI Humm-vee"
CnC_GDI_Mammoth_Tank="GDI Mammoth Tank"
CnC_GDI_Medium_Tank="GDI Medium Tank"
CnC_GDI_MRLS="GDI MRLS"
CnC_GDI_Orca="GDI Orca"
CnC_GDI_Transport="GDI Transport Helicopter"
CnC_Civilian_Pickup01_Secret="Pickup Truck"
CnC_Civilian_Sedan01_Secret="Sedan"
CnC_Nod_Apache="Nod Apache"
CnC_Nod_APC="Nod APC"
CnC_Nod_Buggy="Nod Buggy"
CnC_Nod_Flame_Tank="Nod Flame Tank"
CnC_Nod_Light_Tank="Nod Light Tank"
CnC_Nod_Mobile_Artillery="Nod Mobile Artillery"
CnC_Nod_Recon_Bike="Nod Recon Bike"
CnC_Nod_Stealth_Tank="Nod Stealth Tank"
CnC_Nod_Transport="Nod Transport Helicopter"
Nod_Chameleon="Nod Chameleon"
CnC_Nod_Harvester="Nod Harvester"
CnC_GDI_Harvester="GDI Harvester"
```

; Kill Messages are as followed. SSAOW will use one of the defined strings below
; for when it displays a kill message. Note that ShowPlayerKillMessage must be
; enabled for these kill messages to be used.
;
; SvSKillMsg = Kill messages for soldier VS soldier fights.
; VvSKillMsg = Kill messages for vehicle VS soldier fights.
;
; Inside the strings, you can use 4 special words to define where the player's
; name, the killer's name, the player's preset, and the killer's preset are
; placed:
;
; <killer> = Killer's name
; <killed> = Player's name
; <killerpreset> = Killer's preset
; <killedpreset> = Player's preset
; Example: <killer> killed <killed> (<killerpreset> VS <killedpreset>)
;
; To define a new string, use the key "Str#=", where # is the next number in the
; sequence. Be sure that the "Total=" key is the correct amount of strings
; defined.

[SvSKillMsg]
Total=10
Str1="<killer> killed <killed> (<killerpreset> VS <killedpreset>)"
Str2="<killed> was assassinated by <killer> (<killerpreset> VS <killedpreset>)"
Str3="<killer> made mincemeat out of <killed> (<killerpreset> VS <killedpreset>)"
Str4="<killer> slaughtered <killed> (<killerpreset> VS <killedpreset>)"
Str5="<killer> exterminated <killed> (<killerpreset> VS <killedpreset>)"
Str6="<killed> bit the dust thanks to <killer> (<killerpreset> VS <killedpreset>)"
Str7="<killed> was cut down by <killer> (<killerpreset> VS <killedpreset>)"
Str8="<killer> crushed <killed> (<killerpreset> VS <killedpreset>)"
Str9="<killed> is taking the dirt nap thanks to <killer> (<killerpreset> VS <killedpreset>)"
Str10="<killer> beat the shit out of <killed> (<killerpreset> VS <killedpreset>)"

[VvSKillMsg]
Total=5
Str1="<killed> got ran over by <killer> (<killerpreset> VS <killedpreset>)"
Str2="<killer> made a pancake out of <killed> (<killerpreset> VS <killedpreset>)"
Str3="<killed> was hit by <killer> (<killerpreset> VS <killedpreset>)"
Str4="<killer> made <killed> into roadkill (<killerpreset> VS <killedpreset>)"
Str5="<killed> was splattered all over by <killer> (<killerpreset> VS <killedpreset>)"

; WeaponStart - Here, you can define what weapons (powerups) are given to a player
; when he/she spawns.
;

; WeaponStartEngL1 = Basic Engineer weapons.
; WeaponStartEngL2 = Advanced Engineer weapons. (Hotwire/Tech)
; WeaponStartOther = Other soldier's weapons.
;
; The name of the list you define here containing the weapons should be the value
; of one of the keys above under the map's settings.
;
; [C&C_Field.mix]
; WeaponStartEngL1="DefaultEngL1"
; WeaponStartEngL2="DefaultEngL2"
; WeaponStartOther="DefaultOther"
;
; Note: The sequence in the key values must go in order. When the next sequence
; is not found, the list will halt.

[DefaultEngL1]
01="CnC_POW_MineTimed_Player_01"
02="POW_Pistol_Player"
03="CnC_POW_MineRemote_02"

[DefaultEngL2]
01="CnC_POW_MineRemote_02"
02="POW_Pistol_Player"
03="CnC_POW_MineTimed_Player_02"
04="CnC_MineProximity_05"

[DefaultOther]
01="CnC_POW_MineTimed_Player_01"
02="POW_Pistol_Player"

; Disable List - Here, you can set up any amount of lists of objects that should
; be disabled on a map. The "DisabledList=" key should be defined in the map's
; settings above, and the value should be set to the name of the list you define
; below. For example:
;
; [C&C_Field.mix]
; DisableList="L1"
;
; Note: The sequence in the key values must go in order. When the next sequence
; is not found, the list will halt.
;
; List L1 defined below is a test list. This list disables the Havoc and Sakura
; characters, as well as the GDI Mammoth Tank.

[L1]
01="CnC_GDI_MiniGunner_3Boss"

02="CnC_GDI_MiniGunner_3Boss_ALT2"
03="CnC_GDI_MiniGunner_3Boss_ALT3"
04="CnC_GDI_MiniGunner_3Boss_ALT4"
05="CnC_Nod_Minigunner_3Boss"
06="CnC_Nod_MiniGunner_3Boss_ALT2"
07="CnC_GDI_Mammoth_Tank"

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

BotName = TRPM_Bot
BotFullName = BlazeRegulator/BRenBot 1.41 Win32
IrcServer = irc.chat4all.net
IrcPort = 6669
IrcChannel = #TRPM_Clan

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

# Enable auth via "Q" or "Nickserv" below. Sample input is shown.
Qauth = 0
Qusername = TRPM_Bot
Qpassword =
# Note for Nickserv auth you give the name of nickserv and the full ident string as example
Nickservauth = 1
Nickservname = Nickserv
Nickservauth = identify TRPM_Bot

#--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 = 4949
RenRemLinuxPassword = password

#--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 = 1
# How long people get to place votes. Default here is 60 seconds.
VotingPeriod = 60
# Set vehicle kick to 1 for Sniper servers
VehicleKick = 1

#--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 orginal 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: Re: WOLSpy and BrenBot Conflict
Posted by trooprm02 on Thu, 05 Jan 2006 22:12:04 GMT
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And now when I try to bot my FDS it says:

Error - server settings file 'data\' not found - aborting
 And doesn't load

My brenbot says:

server: error 1104 creating socket: unknown error

These started happening after I tryed to re-configure WOLSpy, and when it said, the enetered port was not the port in my server.ini would I like to change it? I said yes, now I can't find where to change that in server.ini because it has nothing to do with ports

---

Subject: Re: WOLSpy and BrenBot Conflict
Posted by TD on Sat, 07 Jan 2006 17:29:19 GMT
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The svrcfg_cnc.ini file in your data folder seems to be missing. As for the BrenBot one, change port to 0 in server.ini

---

Subject: Re: WOLSpy and BrenBot Conflict
Posted by trooprm02 on Fri, 13 Jan 2006 15:37:40 GMT
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TD wrote on Sat, 07 January 2006 12:29The svrcfg_cnc.ini file in your data folder seems to be missing. As for the BrenBot one, change port to 0 in server.ini

svrcfg.ini is in my data folder, and changing my server port to 0, would I also have to change that in my brenbot?

Subject: Re: WOLSpy and BrenBot Conflict
Posted by trooprm02 on Tue, 17 Jan 2006 16:02:27 GMT
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trooprm02 wrote on Fri, 13 January 2006 09:37TD wrote on Sat, 07 January 2006 12:29The svrcfg_cnc.ini file in your data folder seems to be missing. As for the BrenBot one, change port to 0 in server.ini

svrcfg.ini is in my data folder, and changing my server port to 0, would I also have to change that in my brenbot?

Help

Subject: Re: WOLSpy and BrenBot Conflict
Posted by TD on Tue, 17 Jan 2006 23:03:04 GMT
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You quote yourself 100 times but apparently you didn't read what I said.

Subject: Re: WOLSpy and BrenBot Conflict
Posted by trooprm02 on Wed, 25 Jan 2006 20:48:41 GMT
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TD wrote on Tue, 17 January 2006 18:03You quote yourself 100 times but apparently you didn't read what I said.

Man am I ever confused, thats why I qouted myself.

Oh well, geuss ill have to solve the problem myself...

Subject: Re: WOLSpy and BrenBot Conflict
Posted by TD on Wed, 25 Jan 2006 21:25:17 GMT
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In your previous quote, I answered, but you asked later :\

I said change port in server.ini, you asked do I have to do that in BRenBot.

Subject: Re: WOLSpy and BrenBot Conflict
Posted by trooprm02 on Wed, 01 Feb 2006 14:28:10 GMT

TD wrote on Wed, 25 January 2006 15:25In your previous quote, I answered, but you asked later :\

I said change port in server.ini, you asked do I have to do that in BRenBot.

Ohhhhhhhhhhhhhhhh, ok I get it

Will do, not on my comp right now, but defiently willll do