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Subject: brenbot help

Posted by [fwdblackhawk](#) on Fri, 24 Feb 2006 09:21:04 GMT

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need help making my bot responsive to commands in mirc

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Subject: Re: brenbot help

Posted by [Goztow](#) on Fri, 24 Feb 2006 09:26:22 GMT

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[http://www.thekoss2.org/new\\_game\\_info\\_fds.php](http://www.thekoss2.org/new_game_info_fds.php)

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Subject: Re: brenbot help

Posted by [fwdblackhawk](#) on Fri, 24 Feb 2006 17:22:25 GMT

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ya that did not help lol i already have the bot set up but it wont send info when i type !help ect ect

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Subject: Re: brenbot help

Posted by [Goztow](#) on Fri, 24 Feb 2006 18:11:34 GMT

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That's because you did something wrong. Make sure that allowremoteadmin = true (or something like that) in server.ini , I think.

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Subject: Re: brenbot help

Posted by [fwdblackhawk](#) on Sat, 25 Feb 2006 01:35:48 GMT

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lol trust me i have that set to true the same ports everything just wont listen to commands on irc and when i try 2 log into renrem it wont let me it always stays at the password thing

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Subject: Re: brenbot help

Posted by [Goztow](#) on Sat, 25 Feb 2006 09:38:37 GMT

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You really need to be more specific. Maybe you could copy-paste us your brenbot.cfg and server.ini (delete the username and password).

And maybe make a ss of the problem?

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Subject: Re: brenbot help

Posted by [fwdblackhawk](#) on Sun, 26 Feb 2006 05:29:43 GMT

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ok this is brenbot.cfg

#--Start

Configuration-IRC-----

# Edit the information below for your setup.

# At least edit BotName and IrcChannel.

BotName = BadBot

BotFullName = BlazeRegulator/BRenBot 1.41 Win32

IrcServer = irc.ren-archive.com

IrcPort = 6667

IrcChannel = #badn00bs\_recruitment

#--Q/NickServ-----

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

Qauth = 0

Qusername =

Qpassword =

# Note for NickServ auth you give the name of nickserv and the full ident string as example

Nickservauth = 1

Nickservname = NickServ

Nickservauth = identify \*\*\*\*\*

#--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 = 24.168.88.49

RenRemLinuxPort = 5555

RenRemLinuxPassword = \*\*\*\*\*

#--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 = 0

# 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 = 0

# 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-----

ok and now for the server.ini

```
;
;
; Server Settings .INI file for Renegade Free Dedicated Server.
;
; This file controls the behavior of a Renegade Free Dedicated Server. The
; first instance of the server is referred to as the Master Server and it can
; control up to seven other local instances of the server. These are referred
; to as Slave Servers.
;
; Each slave server must have it's own login information and serial number.
; Each slave server can have it's own game settings, seperate from the master.
;
;
; =====
=====
; =====
=====
```

; This section of the file is generated automatically - do not edit

; Available Westwood Servers:

- ; Pacific Server
- ; European Server
- ; USA Server

; End generated section.

```
; =====
=====
; =====
=====
```

; Renegade Master Server settings.

; This section contains the settings for the Master Renegade Server.

[Server]

; Config =

```
;  
;  
; This specifies the location of the game settings file used by the master  
; server. You can change this to point to any Renegade server settings .ini  
; file or change the default .ini file to reflect the game settings you would  
; like for your server.
```

```
Config = svrcfg_cnc.ini
```

```
; GameType =  
;  
; Set this to WOL for a Westwood Online dedicated server.  
; Set this to GameSpy for a GameSpy mode dedicated server.  
; Set this to LAN for a LAN mode dedicated server.  
;  
;
```

```
GameType =WOL
```

```
; Nickname =  
;  
; This is the Westwood Online nickname you will use when logging into the  
; Westwood Online matchmaking system. You can use a nickname from a previous  
; Westwood Studios game or apply for a new one by copying the following line  
; and pasting it into your web browsers address window  
;  
; http://register.westwood.com
```

```
Nickname =a000xx
```

```
;  
; Password =  
;  
; This is the password that matches the nickname used above.
```

```
Password =*****
```

```
; Serial =  
;  
; The serial number that you specified when installing the Renegade Dedicated  
; Server.
```

```
Serial =0669467948127346154272
```

```
; LoginServer =  
;  
;
```

; This field can be used to specify the Westwood Online matchmaking server  
; to connect to. If left blank, the Renegade Server will connect to the  
; closest matchmaking server. To specify a server to connect to, use one of  
; the names listed above in the section 'Available Westwood Servers'.

LoginServer =

; Port =

;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with game clients. This should normally be left at 0 and the  
; Server will decide for itself what port to use. This should work with most  
; firewalls and NAT connections but, if you need to manually set a port, you  
; can do it here.

Port =0

; GameSpyGamePort =

;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with game clients, while running as a GameSpy Server. When running  
; as a GameSpy server this port value will be used instead of the above Port value.  
; The default value is 4848.

GameSpyGamePort = 0

; GameSpyQueryPort =

;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with the GameSpy Master Server and GameSpy clients. The default  
; value is 25300. If this port is in use Renegade will find another port  
; to use instead(25301, 25302, ...).

GameSpyQueryPort = 0

; BandwidthUp =

;  
; If you know how much bandwidth you want to allocate for the Renegade  
; Server to use then you can specify it here. A minimum of 60k bits per second  
; is recommended for each client you plan to connect to. If you leave this  
; value as 0 (the default) then the available bandwidth will be automatically  
; detected(WOL only). Some guidelines follow.

;  
; Set to 1500000 for a 32 player game

```
; Set to 750000 for a 16 player game
; Set to 250000 for an 8 player game
;
; Make sure you don't set the Bandwidth number to be higher than your
; actual available bandwidth or gameplay performance will be poor.
```

```
BandwidthUp =250000
```

```
; NetUpdateRate =
;
; Set this to control the frequency of network updates sent to clients. This
; is the number of updates sent per second. Higher values increase network
; traffic, lower values decrease traffic. Valid values must be in the 5 - 30
; range. As you increase NetUpdateRate the values set for BandwidthUp must
; also scale accordingly. The default is 10.
```

```
NetUpdateRate =10
```

```
; AllowRemoteAdmin =
;
; Set this to true to enable remote server administration via the RenRem
; tool. You must also set a password for remote administration to be
; allowed.
; Slave servers inherit this setting from the master.
```

```
AllowRemoteAdmin =True
```

```
; RemoteAdminPassword =
;
; This is the password required to connect to a server with the RenRem
; admin tool.
; Slave servers inherit this setting from the master.
```

```
RemoteAdminPassword = *****
```

```
; RemoteAdminIp =
;
; This is the ip that the remote administration service will listen for
; incoming request on. The default is to listen on ALL ip addresses. If
; you have an internal ip address and only want to administer internally
; set this to your internal ip address.
;
```

```
RemoteAdminIP =24.168.88.49
```

```
; RemoteAdminPort =  
;  
; The port to connect to for remote administration.  
; This can be set per slave. The default slave ports will be shown when  
; connecting to the master with the RenRem tool.
```

```
RemoteAdminPort =5555
```

```
;  
; Renegade Slave Server settings.  
;  
; These sections contain the settings for the Renegade Slave Servers. Each  
; additional server you want to run can be configured seperately by modifying  
; the corresponding section below.  
;  
; The settings for a slave server are the same as for a master with the  
; exception of the 'enable' flag. Setting Enable = 1 will enable the given  
; Slave Server. The Slave Server will start automatically at the same time  
; as the Master Renegade Server.  
;  
; Each Slave Server must have it's own login name, password & serial number.
```

```
[Slave1]  
Enable = 0  
Config = svrcfg_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =
```

```
[Slave2]  
Enable = 0  
Config = svrcfg_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =
```

```
[Slave3]  
Enable = 0  
Config = svrcfg_cnc.ini  
Nickname =
```

Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =

[Slave4]  
Enable = 0  
Config = svrcfg\_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =

[Slave5]  
Enable = 0  
Config = svrcfg\_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =

[Slave6]  
Enable = 0  
Config = svrcfg\_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =

[Slave7]  
Enable = 0  
Config = svrcfg\_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =



Subject: Re: brenbot help

Posted by [PackHunter](#) on Sun, 26 Feb 2006 08:10:05 GMT

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I didn't see anything wrong with your settings. They could be in order given the path C:\Westwood\RenegadeFDS\Server\ is correct and the ip of your server is indeed 24.168.88.49.

1. Does the bot respond to ingame commands?
2. When you look at the FDS, do you see game information scrolling by? For example:  
Westwood Online mode active since 2/24/2006 - 18:05:42 PM

Gameplay in progress

Map : C&C\_Volcano.mix

Time : 0.05.33

Fps : 61

GDI : 0/10 players    0 points

NOD : 0/10 players    0 points

3. When trying to connect to that IRC I got connection refused. Did you try it on another IRC server?
- 

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Subject: Re: brenbot help

Posted by [Cat998](#) on Sun, 26 Feb 2006 10:14:44 GMT

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Set RemoteAdminIP = and RenRemLinuxHost = to 127.0.0.1

This should solve the problem

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Subject: Re: brenbot help

Posted by [fwdblackhawk](#) on Sun, 26 Feb 2006 16:57:58 GMT

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@ packhunter the bot responds in game yes i do get that scrolling by and yes tryed a diffrent irc server but just dosnt respond to commands in mirc ive tryed using both NR and brenbot i wanna get brenbot working so i can use Renguard lol @cat998 ill try that today ok @ cat didnt work still dosnt respond to commands if any 1 can come by my channel its Home.st0rmgaming.com channel is #badn00bs\_recruitment

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