
Subject: Server Status On Website For NR
Posted by [Theboom69](#) on Thu, 21 Dec 2006 10:55:23 GMT
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How would i get it to work on NR?

So it show's it on website?

Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Thu, 21 Dec 2006 11:40:59 GMT
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nightregulator dont support this, only brenbot or the server is runing in gamespy mode is support this

you need queryport for this

Subject: Re: Server Status On Website For NR
Posted by [Theboom69](#) on Fri, 22 Dec 2006 00:31:34 GMT
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Fifaheld wrote on Thu, 21 December 2006 05:40nightregulator dont support this, only brenbot or the server is runing in gamespy mode is support this

you need queryport for this

Ok How do i set up BrenBot?

Subject: Re: Server Status On Website For NR
Posted by [Nightma12](#) on Fri, 22 Dec 2006 01:01:09 GMT
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Fifaheld wrote on Thu, 21 December 2006 05:40nightregulator dont support this, only brenbot or the server is runing in gamespy mode is support this

you need queryport for this

yes it does - there is a program out to do this by Dante

Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Fri, 22 Dec 2006 07:22:22 GMT

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in brenbot you must only config the gamespy section..

```
#--Broadcast to Gamespy settings-----  
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 =25300  
  
# 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!  
  
# GameSpy_IP =80.154.33.245
```

and this has NR not....he cant not send too gamespy and this is the problem from NR :`(brenbot can this without a another programm...nr need another programm :`(`

where give this programm from dante then?

Subject: Re: Server Status On Website For NR
Posted by [danpaul88](#) on Fri, 22 Dec 2006 10:15:10 GMT
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I think you misunderstood the question fifaheld, he just wants to show the current map and stuff on his own website (I think anyway...)

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Fri, 22 Dec 2006 19:01:49 GMT
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could always just make a plugin for NR to do this

Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Fri, 22 Dec 2006 19:17:23 GMT

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what for a plugin and can this plugin then all what brenbot can? all infos, player infos and much more?

Subject: Re: Server Status On Website For NR
Posted by [danpaul88](#) on Fri, 22 Dec 2006 19:19:16 GMT
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I am already working on such a plugin for BRenBot, which is complete except for PHP code examples to go with it.

File Attachments

1) [ss_1.jpg](#), downloaded 1107 times



Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Fri, 22 Dec 2006 19:50:51 GMT
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and what is please with the ip bot plugin?

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Fri, 22 Dec 2006 19:56:48 GMT
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Fifaheld wrote on Fri, 22 December 2006 14:17 what for a plugin and can this plugin then all what brenbot can? all infos, player infos and much more?

yep

I could do it, but I'm lazy

Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Fri, 22 Dec 2006 20:12:51 GMT

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and why are you too lazy?

Subject: Re: Server Status On Website For NR
Posted by [Ryu](#) on Fri, 22 Dec 2006 20:21:18 GMT

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Fifaheld wrote on Fri, 22 December 2006 20:12and why are you too lazy?

That's a bit of a odd question to ask, There could be 1000 reasons, lol.

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Fri, 22 Dec 2006 21:01:57 GMT

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heres a damn good reason.

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Sat, 23 Dec 2006 02:16:36 GMT

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your damn lucky I was bored.
http://www.amunra.net/stuff/NR_HTML_Output.zip

Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Sat, 23 Dec 2006 06:37:00 GMT

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with the newest beta from nr (3.5 beta 6) comes this error on our nrplugin.dll

File Attachments

1) [nr-error.JPG](#), downloaded 739 times

Subject: Re: Server Status On Website For NR
Posted by [Nightma12](#) on Sat, 23 Dec 2006 09:40:52 GMT
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i believe he wrote the dll for 3.4

Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Sat, 23 Dec 2006 12:09:04 GMT
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can you write this for the newest beta night or amu?

Subject: Re: Server Status On Website For NR
Posted by [Nightma12](#) on Sat, 23 Dec 2006 13:06:05 GMT
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i cant.. sionce i dont have the source lol

Quote>Note: you must load the plugin everytime you start NR.

lmao! lazy just use the Readini() + Writeini() functions in NRcore.dll.... lol

Subject: Re: Server Status On Website For NR
Posted by [Ryu](#) on Sat, 23 Dec 2006 21:13:22 GMT
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AmunRa wrote on Fri, 22 December 2006 15:01heres a damn good reason.

xD

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Sat, 23 Dec 2006 23:59:01 GMT
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Alex wrote on Sat, 23 December 2006 16:13AmunRa wrote on Fri, 22 December 2006 15:01heres a damn good reason.

xD
beautiful, eh?

Nightma12 wrote on Sat, 23 December 2006 08:06i cant.. sionce i dont have the source lol

Quote>Note: you must load the plugin everytime you start NR.

Imao! lazy just use the Readini() + Writeini() functions in NRcore.dll.... lol
that has what to do with it? lol

anyways if nightma will hook me up with the beta update.exe then i can fix it up.

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Sun, 24 Dec 2006 01:07:41 GMT
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updated. redownload.

Subject: Re: Server Status On Website For NR
Posted by [Ryu](#) on Sun, 24 Dec 2006 02:18:41 GMT
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[quote title=AmunRa wrote on Sat, 23 December 2006 17:59]Alex wrote on Sat, 23 December 2006 16:13AmunRa wrote on Fri, 22 December 2006 15:01heres a damn good reason.

xD
beautiful, eh?

If I had more money you bet you're ass ill be buying me some weed, Smokeing it all and going to sleep happy as this guy -->

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Sun, 24 Dec 2006 02:30:05 GMT
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been doin it everyday for a while now man, its good shit.

Subject: Re: Server Status On Website For NR
Posted by [Ryu](#) on Sun, 24 Dec 2006 05:28:12 GMT
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AmunRa wrote on Sat, 23 December 2006 20:30been doin it everyday for a while now man, its good shit.

I bet!

I used to smoke it. but packed in, But lately I can't sleep :S So yea, weed = makes you sleepy

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Sun, 24 Dec 2006 07:54:48 GMT
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but yeah anyone with probs with the plugin gimme a hollar.

Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Sun, 24 Dec 2006 08:11:04 GMT
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can you make this a query port, like wolspy OR BETTER, LIKE BRENBOT, what then can send the infos on queryport too gamespy/ase with the infos

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Sun, 24 Dec 2006 09:53:22 GMT
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too time consuming, sorry.

Subject: Re: Server Status On Website For NR
Posted by [DodgeThis](#) on Sun, 24 Dec 2006 13:03:48 GMT
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Is it possible to upload the html file automatically to a webhost through FTP or CHmodded file?

Subject: Re: Server Status On Website For NR
Posted by [jnz](#) on Sun, 24 Dec 2006 14:50:18 GMT
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dont worry, all this will be in Sbot 4.0

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Sun, 24 Dec 2006 21:20:55 GMT
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DodgeThis wrote on Sun, 24 December 2006 08:03Is it possible to upload the html file automatically to a webhost through FTP or CHmodded file?
nope, has to be on the same server as the web server. although that would be possible, I'm definitely not doing that.

Subject: Re: Server Status On Website For NR
Posted by [danpaul88](#) on Sun, 24 Dec 2006 21:47:42 GMT
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The BR plugin I just finished uploads via FTP... it can also be tied into the ranks plugin

Subject: Re: Server Status On Website For NR
Posted by [Nightma12](#) on Sun, 24 Dec 2006 21:55:09 GMT
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i will have a .php script released soon to do this

along with a playerlist too!

game_info.php and player_info.php

each php script will connect to the server via renrem and post player information onto the site

Subject: Re: Server Status On Website For NR
Posted by [danpaul88](#) on Sun, 24 Dec 2006 23:23:18 GMT
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connecting to the server via renrem seems like a waste of bandwidth and processing power, why not just upload a .txt file of the status every x minutes, and read that with the php files?

And mine also includes a playerlist, and their ranks on the server (as given by the ranks plugin)

Subject: Re: Server Status On Website For NR
Posted by [DodgeThis](#) on Mon, 25 Dec 2006 10:12:09 GMT
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danpaul88 wrote on Mon, 25 December 2006 00:23And mine also includes a playerlist, and their ranks on the server (as given by the ranks plugin)

That sounds awesome... When will it be released?

And is there any chance someone can give me the newest BRenbot? (because it seems every server has it already anyway..)

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Mon, 25 Dec 2006 10:52:47 GMT
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as of right now, I'm working on getting it to display a playerlist and it will support renstats if installed.

Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Mon, 25 Dec 2006 16:05:49 GMT
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give it newer news about nr and queryport infos?

Subject: Re: Server Status On Website For NR
Posted by [jnz](#) on Tue, 26 Dec 2006 01:11:27 GMT
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the Sbot is in version 4.0 is going to be able to display all the server status. including LADDER on a website. without providing any FTP details. or even using port 21.

Subject: Re: Server Status On Website For NR
Posted by [Goztow](#) on Tue, 26 Dec 2006 08:36:38 GMT
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Only thing wrong with your analysis is that you analyse brenbot 1.41. 1.43 has full plugin support and is greatly customisable.

Subject: Re: Server Status On Website For NR
Posted by [DodgeThis](#) on Tue, 26 Dec 2006 15:17:42 GMT
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DodgeThis wrote on Mon, 25 December 2006 11:12
That sounds awesome... When will it be released?

And is there any chance someone can give me the newest BRenbot? (because it seems every

server has it already anyway..)

Subject: Re: Server Status On Website For NR
Posted by [gr8patman](#) on Tue, 26 Dec 2006 19:58:33 GMT
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amunra, i havent downloaded plugin in yet, but i have a question. does your site have to have a pure HTML edit function or does the plugin just set it on your site? i ask this because the damn site i have doesnt let you edit pure HTML because it doesnt want you taking away their logo's and such.

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Tue, 26 Dec 2006 22:54:04 GMT
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gr8patman wrote on Tue, 26 December 2006 14:58amunra, i havent downloaded plugin in yet, but i have a question. does your site have to have a pure HTML edit function or does the plugin just set it on your site? i ask this because the damn site i have doesnt let you edit pure HTML because it doesnt want you taking away their logo's and such.
not to my knowledge, no.

Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Thu, 28 Dec 2006 15:27:27 GMT
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here a version what brenbot can....can you build this in nr too nightmare? based on the queryport from brenbot

<http://www.renegade-community.net/new-page/index.php?mod=servers>

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Thu, 28 Dec 2006 23:45:24 GMT
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Fifaheld wrote on Thu, 28 December 2006 10:27here a version what brenbot can....can you build this in nr too nightmare? based on the queryport from brenbot

<http://www.renegade-community.net/new-page/index.php?mod=servers>
all that can be done with my plugin, given time.

Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Fri, 29 Dec 2006 06:42:33 GMT
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you make a new plugin with queryport support for nightregulator amu?

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Fri, 29 Dec 2006 10:14:56 GMT
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Fifaheld wrote on Fri, 29 December 2006 01:42you make a new plugin with queryport support for nightregulator amu?
are you talking about gamespy?

Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Fri, 29 Dec 2006 10:32:52 GMT
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yes for gamespy and ase and homepage scripts what can read out the queryport info`s..... like my homepage script.... that what brenbot can.... infos send on queryport the gamespy/ase and homepage script.... this function need night regulator too.....

```
#--Broadcast to Gamespy settings-----  
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 =25301
```

```
# 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!
```

```
GameSpy_IP =80.154.33.245
```

This is this what I mean.... this need nightregulator....
only brenbot can send this infos to gamespy / ase /homepage queryport read script

File Attachments

1) [brenbot1.JPG](#), downloaded 645 times



2) [brenbot2.JPG](#), downloaded 636 times

GameSpy Arcade 2.0.5 (Non-subscriber)

GameSpy Game Server Staging Room: PlayerSpy User Rooms Links Help

gameSpy
ARCADe 2.0

Home Servers
Files Demos
Chat Arena

YOU ARE HERE:
COMMAND & CONQUER RENEGADE
66 Players [Invite Players](#)

My Games

- COMMAND & CONQUER RENEGADE 66
- HELPERs 17
- 1
- 1
- Web Games 5
- spy LiveWire 2

COMMAND & CONQUER RENEGADE All Renegade Servers

JOIN GAME REFRESH LIST GAME INFO CANCEL

Hostname	Ping	Players	Mapname	GameType
<=> NGG => 50P AOW	255ms	01/50	C&C_Hourglass	C&C
<=> NGG => OLD SNIPER	318ms	00/24	C&C_Islands	C&C
<=> NGG => RED ALERT	190ms	00/32	RA_HostileWaters	C&C
[WOLSpy] <=> NGG => 50P AOW	118ms	00/50	C&C_Hourglass...	C&C
<=> NGG => CoopBeta 2.25	169ms	03/15	M00_Tutorial	C&C
!! [DA] C-A-O-W !!	143ms	00/16	C&C_Field	C&C
!-EVO-GAMERS.COM 500 SNIPERS-I	143ms	00/18	C&C_Field	C&C
!-EVO-GAMERS.COM ALL OUT WAR-I	138ms	00/20	C&C_Volcano	C&C
<=> NGG => INFANTRY	378ms	00/24	C&C_Islands	C&C
[Testing]Linux AOW Server	215ms	00/32	M00_Tutorial	C&C
[WOLSpy] #GW - www.TeHGW.co.uk	50ms	00/69	C&C_City_Flyi...	C&C
[WOLSpy] +DUN+ Elite CTF	160ms	19/32	C&C_Hourglass...	C&C
[WOLSpy] +SRS+ ENG/GER AOW Server	162ms	00/20	C&C_Hourglass...	C&C
[WOLSpy] -=[SOD-Gaming.NET AOW]=-	56ms	00/32	C&C_Field.mix	C&C
[WOLSpy] -=[SOD-GAMING.NET Sniper]=-	46ms	00/20	C&C_Islands.mix	C&C
[WOLSpy] -=[SOD-Gaming.NET UltraCTF]=-	46ms	06/30	C&C_Islands.mix	C&C
[WOLSpy] -=[GD] [RenStation.net Ultra AOW]=	164ms	09/28	C&C_Under.mix	C&C
[WOLSpy] -=BvN=- Schlachtfeld	47ms	00/32	C&C_Arid.mix	C&C
[WOLSpy] <=> NGG => INFANTRY	118ms	00/24	C&C_Islands.mix	C&C
[WOLSpy] <=> NGG => OLD SNIPER	145ms	00/24	C&C_Islands.mix	C&C
[WOLSpy] <=> NGG => RED ALERT	379ms	00/32	RA_HostileWate...	C&C
[WOLSpy] [=SC=] AOW Public	60ms	00/32	C&C_Complex....	C&C
[WOLSpy] [=SC=] Custom Map's	50ms	00/24	C&C_CliffsLX.mix	C&C
[WOLSpy] [=SC=] Marathon	59ms	00/24	C&C_Complex....	C&C

75 / 75 servers Servers In My Country Only Buddy Spied Favorites Recently Played

Options

Renegade: Join the NEW GameSpy Arena Teams Command & Conquer: Renegade <http://arena.gamespy.com>
the Arena Ladder please visit <http://arena.gamespy.com/help/>

Hide Dimmed Cursor Highlight

3) [brenbot3.JPG](#), downloaded 653 times

SlimBrowser - ClanSphere

Datei Bearbeiten Ansicht Favoriten Sprache Gruppen AutoLogin Extras Fenster Hilfe

Adresse http://www.renegade-community.net/new-page/index.php?mod=servers&action=list&sh_srv=5

<http://www.renegadeforums.com/index...> **ClanSphere**

Plugins Download RoboForm Form Filler/Password Manager

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Servers
Unsere Server auf einem Blick.

<== NGG ==> 50P AOW

Serverliste | Refresh

Germany 29.12.2006 um 10:44 Uhr

	Server	Karte										
IP/Host:	80.154.33.245:2222											
Spiel:	C&C Renegade											
Version:	838											
Mod:	C&C											
Karte:	C&C_Hourglass											
Spieler:	1 / 50											
Verbindung:	85 ms											
Rechte:	-											
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">Rank</th> <th style="width: 40%;">Name</th> <th style="width: 15%;">Punkte</th> <th style="width: 15%;">Skin</th> <th style="width: 15%;">Ping</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">1</td> <td>Fifaheld</td> <td style="text-align: center;">0</td> <td style="text-align: center;">GDI</td> <td style="text-align: center;">175</td> </tr> </tbody> </table>	Rank	Name	Punkte	Skin	Ping	1	Fifaheld	0	GDI	175	
Rank	Name	Punkte	Skin	Ping								
1	Fifaheld	0	GDI	175								

based on phgstats

Fertig

Subject: Re: Server Status On Website For NR
Posted by [Theboom69](#) on Fri, 29 Dec 2006 13:30:10 GMT
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Tell me when its done nightma plz.

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Fri, 29 Dec 2006 23:57:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Theboom69 wrote on Fri, 29 December 2006 08:30Tell me when its done nightma plz.
I'm the one who is doing it

Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Sat, 30 Dec 2006 05:53:35 GMT
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AmunRa wrote on Fri, 29 December 2006 17:57Theboom69 wrote on Fri, 29 December 2006
08:30Tell me when its done nightma plz.
I'm the one who is doing it

and make you A QUERYPORT PLUGIN FOR NR?

Subject: Re: Server Status On Website For NR
Posted by [AmunRa](#) on Sat, 30 Dec 2006 07:17:55 GMT
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Fifaheld wrote on Sat, 30 December 2006 00:53AmunRa wrote on Fri, 29 December 2006
17:57Theboom69 wrote on Fri, 29 December 2006 08:30Tell me when its done nightma plz.
I'm the one who is doing it

and make you A QUERYPORT PLUGIN FOR NR?
I'll look into to it. but not until I finish with the playerlist and other shit, which probably won't be till
early january.

Subject: Re: Server Status On Website For NR
Posted by [Theboom69](#) on Tue, 02 Jan 2007 20:07:45 GMT
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Well let me know when its done plz.
