
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_Questions =1  
  
# Generate independant gamespy queries, instead of querying 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 can't not send to gamespy and this is the problem from NR :(brenbot can this without another program...nr need another program :(

where give this program 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 965 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 14:17what 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

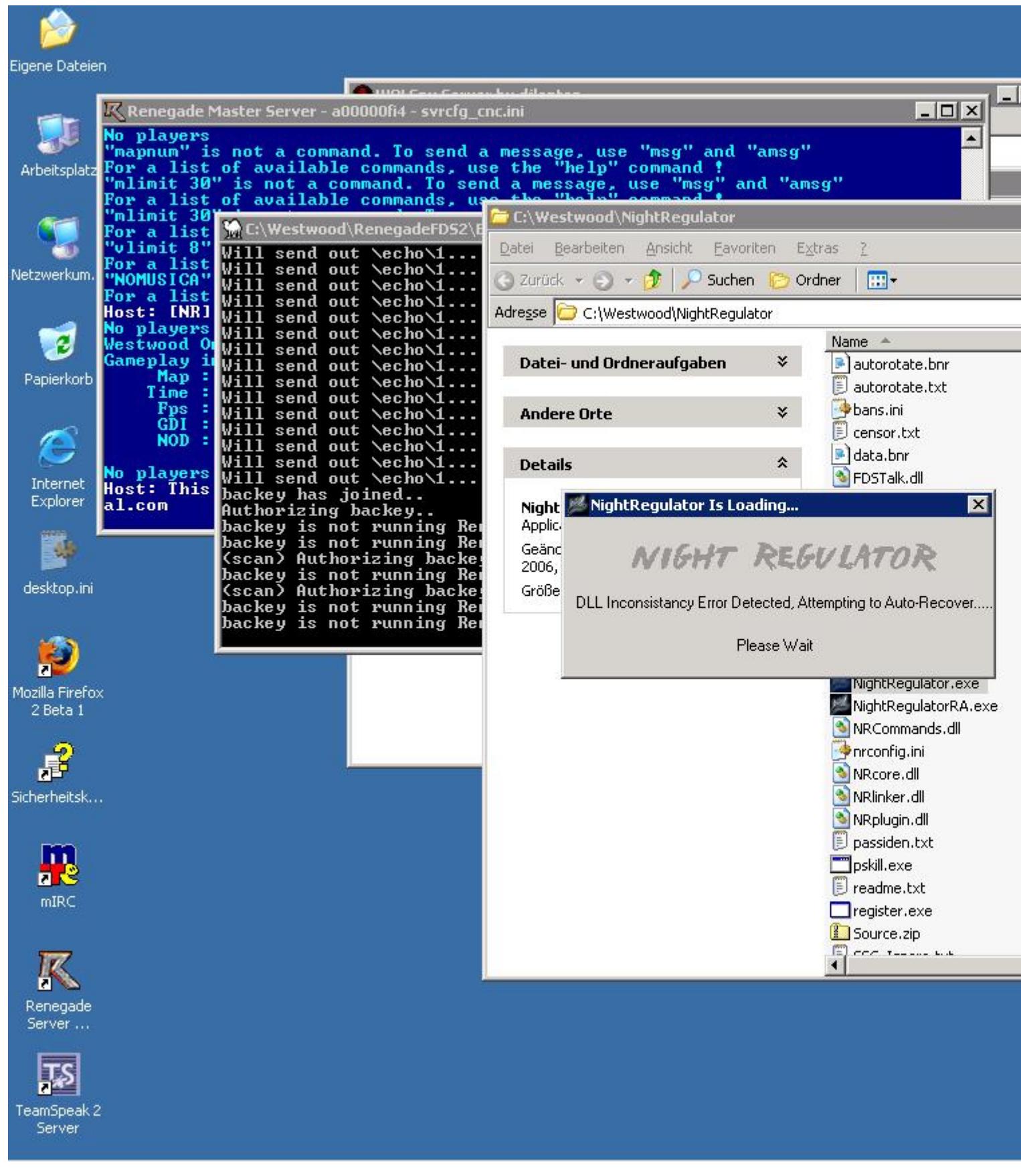
Subject: Re: Server Status On Website For NR
Posted by [Fifaheld](#) on Sat, 23 Dec 2006 06:37:00 GMT

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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 609 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 playlist 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 playlist, 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 playlist, and their ranks on the server (as given by the ranks plugin)

That sounds awsome... 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 querying the orginal 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 518 times

GameSpy Arcade 2.0.5 (Non-subscriber)

GameSpy Game Server Staging Room PlayerSpy User Rooms Links Help

The screenshot shows the GameSpy Arcade 2.0.5 interface. On the left, there's a sidebar with links for Home, Servers, Files, Demos, Chat, and Arena. It also shows 'YOU ARE HERE:' and a 'My Games' section with 66 servers. The main area is titled 'COMMAND & CONQUER RENEGADE' and shows a list of 'All Renegade Servers'. The list includes various server names, ping times, player counts, map names, and game types. At the bottom, there are checkboxes for 'Servers In My Country Only', 'Buddy Spied', 'Favorites', and 'Recently Played'. There's also an 'Options' section for 'Renegade'.

Hostname	Ping	Players	Mapname	Gametype
<-- NGG --> OLD SNIPER	280ms	00/24	C&C_Islands	C&C
<-- NGG --> RED ALERT	391ms	00/32	RA_HostileWaters	C&C
[WOLSpy] <-- NGG --> 50P AOW	277ms	00/50	C&C_Hourglass...	C&C
! ! [DA] C-A-O-W ! !	428ms	00/18	C&C_Field	C&C
I-EVO-GAMERS.COM 500 SNIPERS-I	333ms	00/18	C&C_Field	C&C
I-EVO-GAMERS.COM ALL OUT WAR-!	277ms	00/20	C&C_Volcano	C&C
<-- NGG --> 50P AOW	238ms	00/50	C&C_Hourglass	C&C
<-- NGG --> INFANTRY	403ms	00/24	C&C_Islands	C&C
[Testing]Linux AOW Server	462ms	00/32	M00_Tutorial	C&C
[WOLSpy] #GW - www.TeHWG.co.uk	319ms	00/68	C&C_City_Flyi...	C&C
[WOLSpy] +DUN+ Elite CTF	399ms	19/32	C&C_Hourglass...	C&C
[WOLSpy] +SRS+ ENG/GER AOW Server	447ms	00/20	C&C_Hourglass...	C&C
[WOLSpy] =[SOD-GAMING.NET Sniper]=	141ms	00/20	C&C_Islands.mix	C&C
[WOLSpy] =[SOD-Gaming.NET UltraCTF]=	80ms	06/30	C&C_Islands.mix	C&C
[WOLSpy] =[GD] [RenStation.net Ultra AOW]=-	504ms	09/28	C&C_Under.mix	C&C
[WOLSpy] -=BvN=- Schlachtfeld	66ms	00/32	C&C_Arid.mix	C&C
[WOLSpy] <-- NGG --> INFANTRY	300ms	00/24	C&C_Islands.mix	C&C
[WOLSpy] <-- NGG --> OLD SNIPER	216ms	00/24	C&C_Islands.mix	C&C
[WOLSpy] <-- NGG --> RED ALERT	347ms	00/32	RA_HostileWate...	C&C
[WOLSpy] [=SC=] AOW Public	217ms	00/32	C&C_Complex....	C&C
[WOLSpy] [=SC=] Custom Map's	258ms	00/24	C&C_CliffsLX.mix	C&C
[WOLSpy] [=SC=] Marathon	669ms	00/24	C&C_Complex....	C&C
[WOLSpy] [=SC=] Snipe	175ms	00/16	C&C_Canyon.mix	C&C
[WOLSpy] [DS] Black-Cell.net - Marathon	756ms	22/32	C&C_Field.mix	C&C

2) brenbot2.JPG, downloaded 510 times

GameSpy Arcade 2.0.5 (Non-subscriber)

GameSpy Game Server Staging Room PlayerSpy User Rooms Links Help

The screenshot shows the GameSpy Arcade 2.0.5 interface. On the left, there's a sidebar with links for Home, Servers, Files, Demos, Chat, and Arena. It also shows 'YOU ARE HERE:' and a 'COMMAND & CONQUER RENEGADE' section with '66 Players' and a 'Invite Players' link. Below that is a 'My Games' section with a list of servers: 66, 17, 1, 1, 5, and 2. The main content area is titled 'COMMAND & CONQUER RENEGADE' and shows a list of 'All Renegade Servers'. The table has columns for Hostname, Ping, Players, Mapname, and Gametype. The table lists various servers, including 'NGG' and 'WOLSpy' entries. At the bottom of the table are buttons for '75 / 75 servers', 'Servers In My Country Only', 'Buddy Spied', 'Favorites', and 'Recently Played'. There's also an 'Options' section with a 'Renegade:' link and a note about joining the Arena Teams. At the very bottom, there are checkboxes for 'Hide Dimmed' and 'Cursor Highlight'.

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	116ms	00/50	C&C_Hourglass...	C&C
[WOLSpy] <-- 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-!	143ms	00/18	C&C_Field	C&C
!-EVO-GAMERS.COM ALL OUT WAR-!	138ms	00/20	C&C_Volcano	C&C
<-- NGG --> INFANTRY	376ms	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] +5RS+ 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=] Schachtfeld	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

3) brenbot3.JPG, downloaded 515 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

ClanSphere

Plugins Download RoboForm Form Filler/Password Manager

MAIN

NEWS
G-BOOK
BOARD
SEARCH

CLAN

SQUADS
MEMBERS
CLANWARS
TOURNEY
AWARDS
HISTORY
RULES
SPONSORS

COMMUNITY

EVENTS
SERVER'S
COMMUNITY
DOWNLOADS
REPLAYS
LINKS
QUOTES
FAQ
ARTICLES
GALLERY

Servers
Unsere Server auf einem Blick.
<-- NGG --> 50P AOW

Serverliste | Refresh

Germany 29.12.2006 um 10:44 Uhr

Server

IP/Host: 80.154.33.245:2222
Spiel: C&C Renegade
Mod: Version 838
Karte: C&C_Hourglass
Spieler: 1 / 50
Verbindung: 85 ms
Rechte: -

Karte



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 playlist 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.
