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 416 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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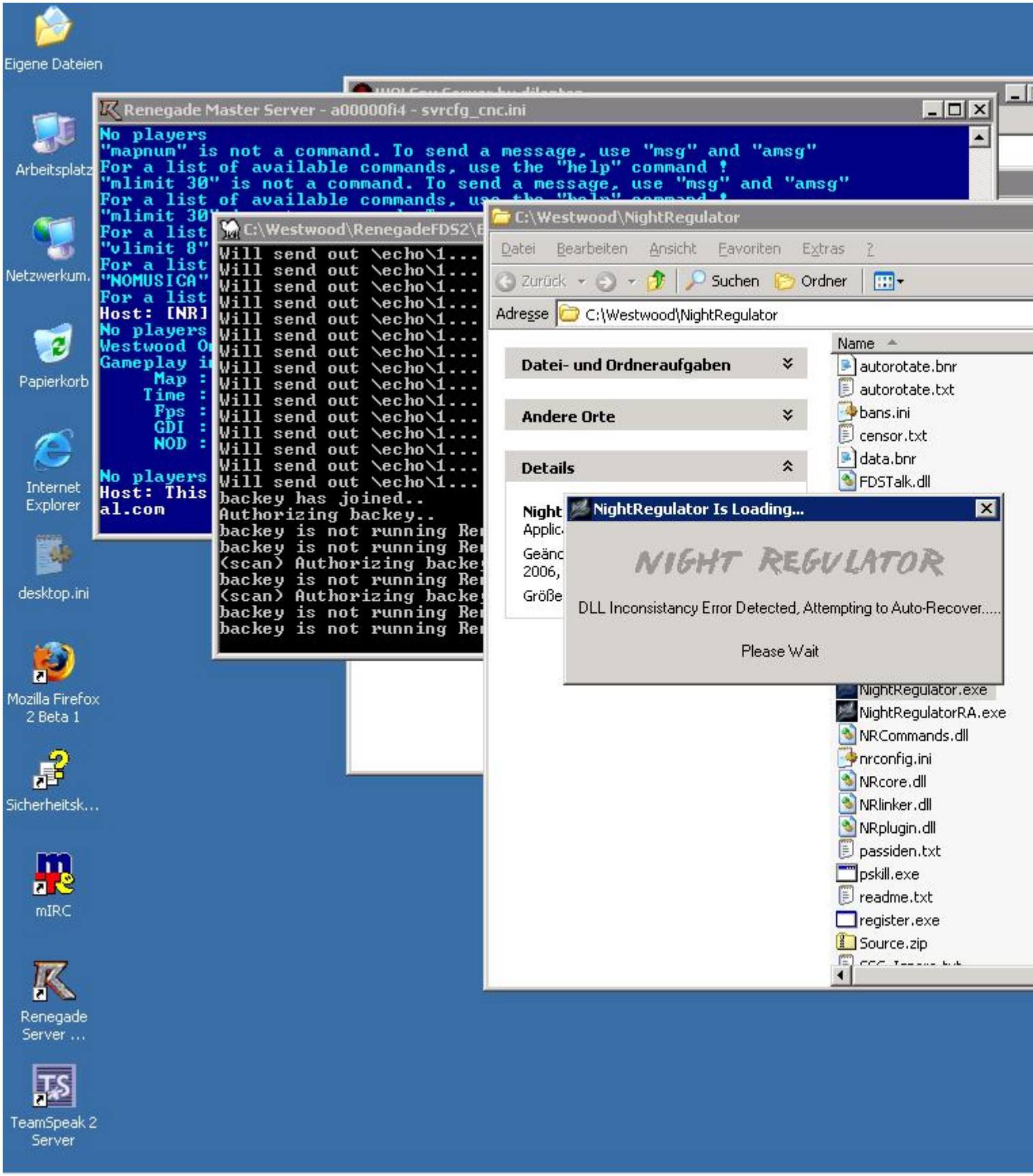
with the newest beta from nr (3.5 beta 6) comes this error on our nrplugin.dll

File Attachments
1) nr-error.JPG, downloaded 164 times


Eigene Dateien
Arbeitsplatz
Netzwerkum.
Papierkorb
Internet Explorer
desktop.ini
Mozilla Firefox 2 Beta 1
Sicherheitsk...
mIRC
Renegade Server ...
TeamSpeak 2 Server
Renegade Master Server - a00000fi4 - svrcfg_cnc.ini
No players
"mapnum" is not a command. To send a message, use "msg" and "amsg"
For a list of available commands, use the "help" command !
"mlimit 30" is not a command. To send a message, use "msg" and "amsg"
For a list of available commands, use the "help" command !
C:\Westwood\RenegadeFDS2\
Will send out \echo\1...
backey has joined..
Authorizing backey..
backey is not running Re
(scan) Authorizing backe
C:\Westwood\NightRegulator
Datei Bearbeiten Ansicht Favoriten Extras ?
Zurück Suchen Ordner
Adresse C:\Westwood\NightRegulator
Datei- und Ordneraufgaben
Andere Orte
Details
Name
autorotate.bnr
autorotate.txt
bans.ini
censor.txt
data.bnr
FDSTalk.dll
NightRegulator.exe
NightRegulatorRA.exe
NRCommands.dll
nrconfig.ini
NRcore.dll
NRlinker.dll
NRplugin.dll
passiden.txt
pskill.exe
readme.txt
register.exe
Source.zip
NightRegulator Is Loading...
NIGHT REGULATOR
DLL Inconsistancy Error Detected, Attempting to Auto-Recover.....
Please Wait

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.

lmao! 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 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. incluing 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 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

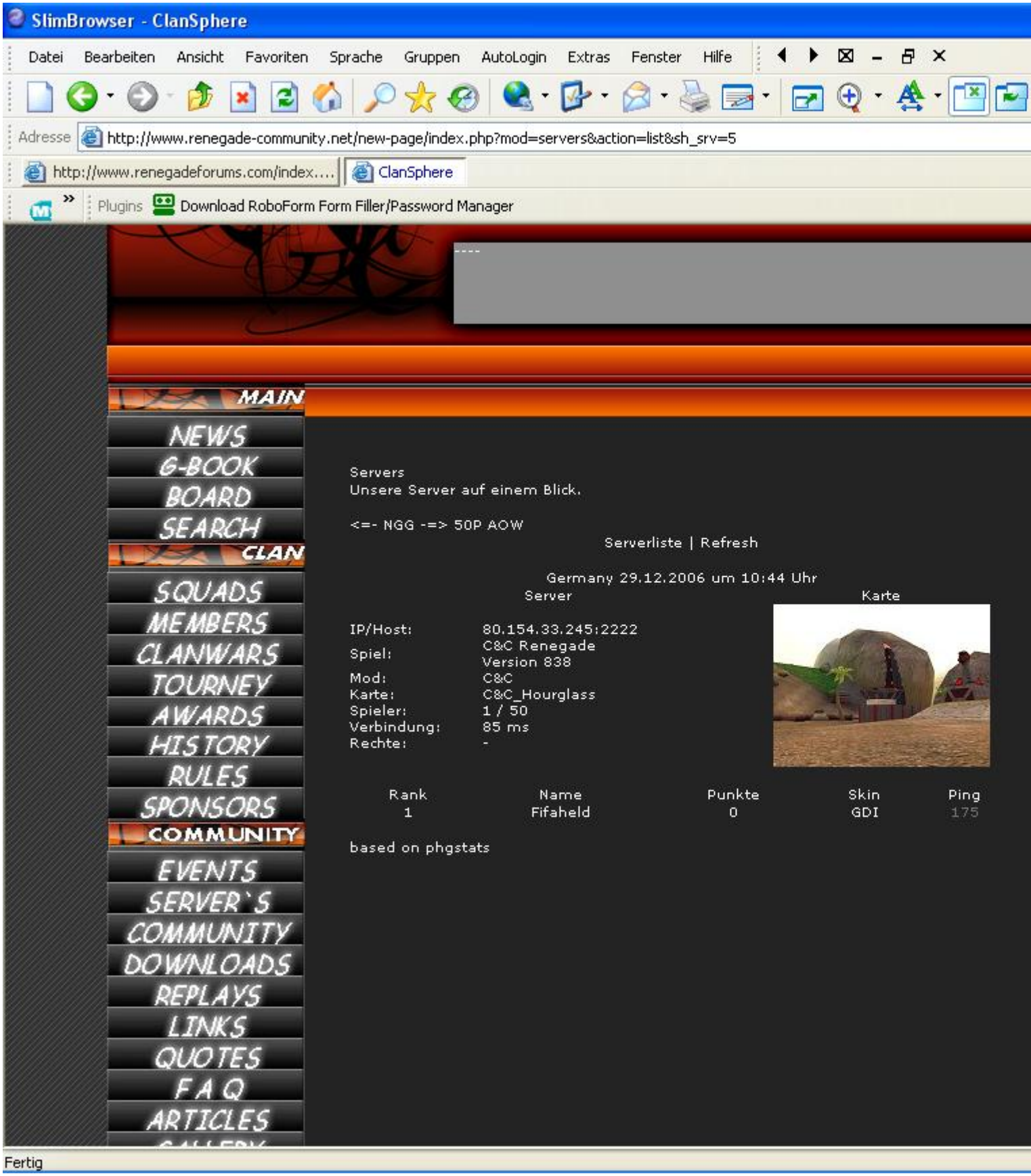
This is this what I mean.... this need nightregulator....
only brenbot can send this infos to gamespy / ase /homepage queryport read script

File Attachments

1) brenbot1.JPG, downloaded 143 times

2) brenbot2.JPG, downloaded 134 times

3) brenbot3.JPG, downloaded 136 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
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
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:
Karte: C&C_Hourglass
Spieler: 1 / 50
Verbindung: 85 ms
Rechte: -
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
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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.