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Subject: carnage

Posted by [joel-nl](#) on Tue, 10 Jul 2007 11:41:43 GMT

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i can't get brenbot 1.50 build 2 working  
it's disconnecting from renguard  
it's using 100 pct cpu time  
it's not generating gamespy queries  
and renegadefds is at 1 fps  
im at a loss, what is going on

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Subject: Re: carnage

Posted by [danpaul88](#) on Tue, 10 Jul 2007 12:20:25 GMT

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Which plugins have you installed, and are you using the windows or linux version. Also does the problem exist with build 1?

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Subject: Re: carnage

Posted by [joel-nl](#) on Tue, 10 Jul 2007 12:49:30 GMT

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no plugins, windows32 version, and it does happen in brenbot 1,50 build 1 aswell.

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Subject: Re: carnage

Posted by [joel-nl](#) on Tue, 10 Jul 2007 12:55:21 GMT

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### File Attachments

1) [untitled.bmp](#), downloaded 419 times

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Subject: Re: carnage

Posted by [danpaul88](#) on Tue, 10 Jul 2007 14:33:57 GMT

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Its most likely due to the fact that constantly reconnecting to RG is leaving some sessions open that are busy trying to send data to the RG master server. Either your IP has been banned from the RG network or your firewall is blocking it.

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Subject: Re: carnage  
Posted by [joel-nl](#) on Tue, 10 Jul 2007 15:04:51 GMT  
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I made a mistake in server.ini  
Port = instead of Port = 0  
GameSpyGamePort = instead GameSpyGamePort = 0  
GameSpyQueryPort = instead GameSpyQueryPort = 0

But i still can't get the gamespy queries working:  
my settings are:

in brenbot.cfg:  
Generate\_Gamespy\_Queries = 1  
GameSpyQueryPort = 25300  
Broadcast\_Server\_To\_Gamespy = 1  
GameSpy\_IP = 77.249.250.xx

in server.ini  
[Server]  
Config = svrcfg\_cnc.ini  
GameType = WOL  
Nickname = JEEBEE78  
Password = xxxxxxxx  
Serial = xxxxxxxxxxxxxxxxxxxxxxxx  
LoginServer = USA Server  
Port = 0  
GameSpyGamePort = 0  
GameSpyQueryPort = 0  
BandwidthUp = 0  
NetUpdateRate = 10  
AllowRemoteAdmin = true  
RemoteAdminPassword = xxxxxxxx  
RemoteAdminIP = 127.0.0.1  
RemoteAdminPort = 4949

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Subject: Re: carnage  
Posted by [danpaul88](#) on Tue, 10 Jul 2007 16:05:16 GMT  
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If both GameSpy and RenGuard can't connect properly it suggests your firewall is blocking them.

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Subject: Re: carnage  
Posted by [joel-nl](#) on Tue, 10 Jul 2007 16:11:43 GMT

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Renguard is no problem anymore but the the gsa queries don't work. I have opened port 4848 & 25300 on the router but i have tried using a direct connection on the modem and still no gsa queries so the ports shouldnt be a problem.

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Subject: Re: carnage  
Posted by [danpaul88](#) on Tue, 10 Jul 2007 17:50:31 GMT  
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Did you open 25300 UDP or TCP? I think that port needs both TCP and UDP open IIRC.

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Subject: Re: carnage  
Posted by [ExEric3](#) on Tue, 10 Jul 2007 19:49:00 GMT  
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For RenServer with GameSpy are needed only 2 ports.

4848 UDP for server.dat  
25300/23500 UDP for GameSpy

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Subject: Re: carnage  
Posted by [joel-nl](#) on Wed, 11 Jul 2007 01:25:14 GMT  
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my router always does UDP and TCP but even without the router it didnt work

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Subject: Re: carnage  
Posted by [joel-nl](#) on Fri, 13 Jul 2007 11:01:57 GMT  
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the weird thing is  
when i try  
gamespy in server.ini no problem  
normal queries in ase and server is accesable

when i try wol in server.ini no problem  
server is accesable on wol

but when i try  
wol + gamespy via brenbot 1.50  
no queries in ase and server is accesable on wol but not on ase

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Subject: Re: carnage  
Posted by [danpaul88](#) on Fri, 13 Jul 2007 11:59:19 GMT  
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BRenBot does not support ASE, only the default GSA client. I don't have the protocol for ASE and therefore cannot support it.

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Subject: Re: carnage  
Posted by [pe21789](#) on Fri, 13 Jul 2007 18:09:59 GMT  
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joel-nl wrote on Fri, 13 July 2007 13:01 the weird thing is  
when i try  
gamespy in server.ini no problem  
normal queries in ase and server is accesable

when i try wol in server.ini no problem  
server is accesable on wol

but when i try  
wol + gamespy via brenbot 1.50  
no queries in ase and server is accesable on wol but not on ase

Use Renegade Ressurrection <http://www.icefinch.net/en>  
And you will see your Server on WOL,GSA and ASE ^^

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Subject: Re: carnage  
Posted by [joel-nl](#) on Sat, 14 Jul 2007 11:41:57 GMT  
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danpaul88 wrote on Fri, 13 July 2007 13:59 BRenBot does not support ASE, only the default GSA client. I don't have the protocol for ASE and therefore cannot support it.

I read in README - BRenBot 1.50.txt the following:  
BRenBot 1.50 includes a GSA protocol system which improves on that in the current version of WOLSpy.

I don't see this as an improvement not being able to generate ase queries wheras wolspy 1.22 could. Moreover the normal Renegadefds is able to generate ase queries but not in wol mode.

For the ase protocol:  
<http://www.int64.org/docs/gamestat-protocols/ase.html>

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Subject: Re: carnage

Posted by [danpaul88](#) on Sat, 14 Jul 2007 11:56:29 GMT

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It improves on the GSA part of WOLSpy, as it uses the updated GSA protocol. That's why its called a GSA protocol system, and NOT an ASE protocol system.

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