
Subject: carnage

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

[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: carnage

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

[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: carnage

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

[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: carnage

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

[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [untitled.bmp](#), downloaded 594 times

Subject: Re: carnage

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

[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: carnage

Posted by [joel-nl](#) on Tue, 10 Jul 2007 15:04:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 = xxxxxxxxxxxxxxxxxxxxxxx

LoginServer = USA Server

Port = 0

GameSpyGamePort = 0

GameSpyQueryPort = 0

BandwidthUp = 0

NetUpdateRate = 10

AllowRemoteAdmin = true

RemoteAdminPassword = xxxxxxxx

RemoteAdminIP = 127.0.0.1

RemoteAdminPort = 4949

Subject: Re: carnage

Posted by [danpaul88](#) on Tue, 10 Jul 2007 16:05:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

If both GameSpy and RenGuard can't connect properly it suggests your firewall is blocking them.

Subject: Re: carnage

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

[View Forum Message](#) <> [Reply to Message](#)

Reguard 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.

Subject: Re: carnage

Posted by [danpaul88](#) on Tue, 10 Jul 2007 17:50:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Did you open 25300 UDP or TCP? I think that port needs both TCP and UDP open IIRC.

Subject: Re: carnage

Posted by [ExEric3](#) on Tue, 10 Jul 2007 19:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

For RenServer with GameSpy are needed only 2 ports.

4848 UDP for server.dat

25300/23500 UDP for GameSpy

Subject: Re: carnage

Posted by [joel-nl](#) on Wed, 11 Jul 2007 01:25:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

my router always does UDP and TCP but even without the router it didnt work

Subject: Re: carnage

Posted by [joel-nl](#) on Fri, 13 Jul 2007 11:01:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: carnage

Posted by [danpaul88](#) on Fri, 13 Jul 2007 11:59:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

BRenBot does not support ASE, only the default GSA client. I don't have the protocol for ASE and therefore cannot support it.

Subject: Re: carnage

Posted by [pe21789](#) on Fri, 13 Jul 2007 18:09:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

joel-nl wrote on Fri, 13 July 2007 13:01the 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 Ressurection <http://www.icefinch.net/en>

And you will see your Server on WOL,GSA and ASE ^^

Subject: Re: carnage

Posted by [joel-nl](#) on Sat, 14 Jul 2007 11:41:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Fri, 13 July 2007 13:59BRenBot 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 Renegadefs is able to generate ase queries but not in wol mode.

For the ase protocol:

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

Subject: Re: carnage

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

[View Forum Message](#) <> [Reply to Message](#)

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.
