Subject: Brenbot help
Posted by rtin on Fri, 21 Nov 2008 10:12:28 GMT
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Hi

I have a server running on brenbot and I wanted to know where to configure this message at

"Host: [BR] Settings for C&C_Walls_Flying.mix: Time Limit: 30, Mine Limit: 40, Vehicle Limit: 10.
Donations are allowed after 0 minutes."

I wanted to take some of it out + We have all the time limits set to 0, I don't know where it got 30
from.

(yes I do have it set to 0 in the mapsettings.xml)

Subject: Re: Brenbot help
Posted by Goztow on Fri, 21 Nov 2008 10:13:07 GMT
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mapsettings.xml

Subject: Re: Brenbot help
Posted by rtin on Fri, 21 Nov 2008 10:15:06 GMT
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I'm in the mapsettings.xml

All the time limits are set to 0 and no where does it allow me to configure that message.

Subject: Re: Brenbot help
Posted by Goztow on Fri, 21 Nov 2008 10:17:35 GMT
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On top u should have the general settings, which are used for all maps that have no specific
settings. You can copy paste the elements in there to apply for individual maps.

Subject: Re: Brenbot help
Posted by rtin on Fri, 21 Nov 2008 10:19:07 GMT
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I already have that line set up you're not reading what I'm asking.

I want to configure that message entirely.
Also all the maps loading says 30mins time limit, when I have 0 in there for all of them.

I want to configure the message itself, not just the variables it plugs in

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Subject: Re: Brenbot help
Posted by Caveman on Fri, 21 Nov 2008 10:25:03 GMT
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You can't change the message entirely, its hardcoded into the bot. You would need to change the code in perl.

AFAIK, the minimum has to be 30 for mines and 127 for maximum.

Subject: Re: Brenbot help
Posted by Goztow on Fri, 21 Nov 2008 10:28:49 GMT
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You're right, I didn't read the message entirely, my apologies for that :$.

Subject: Re: Brenbot help
Posted by rtin on Fri, 21 Nov 2008 10:30:20 GMT
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I ended up just changing it to "Marathon"

thanks

Subject: Re: Brenbot help
Posted by danpaul88 on Fri, 21 Nov 2008 17:49:01 GMT
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Actually it should work, I do believe you may have found a bug in BRenBot there, since it interprets 0 as false and hence assumes no setting was provided for that map. I will fix that for the next version.