
Subject: Hosting a Server

Posted by [Killer](#) on Wed, 22 Jul 2009 04:51:54 GMT

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I have been trying to host my own server but I am having trouble. I don't know how to get BRenBot to work with mIRC or my server. Is there a tutorial somewhere?

Subject: Re: Hosting a Server

Posted by [Nightma12](#) on Wed, 22 Jul 2009 07:01:44 GMT

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<https://www.tsulutions.com/support/cart.php?gid=1>

Subject: Re: Hosting a Server

Posted by [Goztow](#) on Wed, 22 Jul 2009 07:07:27 GMT

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Nightma12 wrote on Wed, 22 July 2009 09:01<https://www.tsulutions.com/support/cart.php?gid=1>
Ermm right, but that's not what he's asking for .

There's not really a tutorial out there. I think it's mainly because there's already at least 10 times as many available server slots compared to the players.

Basically what you do is that you download the FDS from
ftp://ftp.westwood.com/pub/renegade/dedicatedserver/RenegadeFDS_1037.exe

Then you install the brenbot full installer from here: <http://new.brenbot.com/download.php>
and you're good to go.

Subject: Re: Hosting a Server

Posted by [Killer](#) on Wed, 22 Jul 2009 07:43:55 GMT

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I have FDS and BRenBot already... I just don't understand how to use BRenBot.

Subject: Re: Hosting a Server

Posted by [Goztow](#) on Wed, 22 Jul 2009 08:59:15 GMT

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Read brenbot's readme.txt

Subject: Re: Hosting a Server

Posted by [Killer](#) on Wed, 22 Jul 2009 09:20:23 GMT

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I can't open Word Documents... so I can't read it.

Subject: Re: Hosting a Server

Posted by [LeeumDee](#) on Wed, 22 Jul 2009 09:22:11 GMT

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.txt isn't a word document.

.txt will open in notepad....

Subject: Re: Hosting a Server

Posted by [Killer](#) on Wed, 22 Jul 2009 09:31:04 GMT

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Hmm...

File Attachments

1) [readme1.bmp](#), downloaded 246 times

Subject: Re: Hosting a Server

Posted by [Goztow](#) on Wed, 22 Jul 2009 09:40:28 GMT

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The brenbot readme.txt would obviously be in the brenbot directory!

Subject: Re: Hosting a Server

Posted by [Killer](#) on Wed, 22 Jul 2009 09:43:34 GMT

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In here?

File Attachments

1) [readme2.bmp](#), downloaded 233 times

Subject: Re: Hosting a Server

Posted by [Goztow](#) on Wed, 22 Jul 2009 10:12:09 GMT

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Subject: Re: Hosting a Server

Posted by [Killer](#) on Wed, 22 Jul 2009 10:31:14 GMT

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Hey there it is!

THANKS!

Subject: Re: Hosting a Server

Posted by [Killer](#) on Wed, 22 Jul 2009 14:11:22 GMT

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Gah... Can someone help me with this now?

File Attachments

1) [error1.bmp](#), downloaded 256 times

Subject: Re: Hosting a Server

Posted by [Goztow](#) on Wed, 22 Jul 2009 14:19:32 GMT

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That bug still in the release? :-S Create the empty txt file server/log/biatch/main.txt

Subject: Re: Hosting a Server

Posted by [Lone0001](#) on Wed, 22 Jul 2009 14:37:57 GMT

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Killer wrote on Wed, 22 July 2009 05:20I can't open Word Documents... so I can't read it.

Just a little tip : if you would like a program that opens Word documents(and more) and would not like to pay for Microsoft Word get OpenOffice: <http://www.openoffice.org/> it's completely free.

Subject: Re: Hosting a Server

Posted by [danpaul88](#) on Wed, 22 Jul 2009 16:24:43 GMT

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Goztow wrote on Wed, 22 July 2009 15:19That bug still in the release? :-S Create the empty txt file server/log/biatch/main.txt

There has only ever been 1 release of BRenBot since BIATCH was released, so yes, I guess it is still in there. I am surprised BIATCH can't make it's own logfile...

Subject: Re: Hosting a Server

Posted by [Killer](#) on Thu, 23 Jul 2009 04:55:50 GMT

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I heard there is a patch I can get so that even if there is only 1 player ingame it will NOT say "Gameplay Pending...". Where can I get that?

Subject: Re: Hosting a Server

Posted by [Killer](#) on Thu, 23 Jul 2009 05:04:45 GMT

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Also how do I make my ingame nickname the owner and how do I add people as mods?

Subject: Re: Hosting a Server

Posted by [Lone0001](#) on Thu, 23 Jul 2009 05:06:02 GMT

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<http://ren.game-maps.net/index.php?act=view&id=458>

Subject: Re: Hosting a Server

Posted by [Goztow](#) on Thu, 23 Jul 2009 06:18:25 GMT

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Killer wrote on Thu, 23 July 2009 06:55I heard there is a patch I can get so that even if there is only 1 player ingame it will NOT say "Gameplay Pending...". Where can I get that?
Check the sticky with useful resources in the win32fds subforum.

For the 2nd question: check brenbot's readme.

Subject: Re: Hosting a Server

Posted by [Killer](#) on Thu, 23 Jul 2009 08:00:14 GMT

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How can I make it so my server is Non-RenGuard instead of Half-Renguard?

Subject: Re: Hosting a Server

Posted by [Goztow](#) on Thu, 23 Jul 2009 08:09:21 GMT

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Topic right underneath your own topic:

<http://www.renegadeforums.com/index.php?t=msg&th=30407&start=0&rid=4882>

You really should start reading before asking questions...

Subject: Re: Hosting a Server

Posted by [Ethenal](#) on Thu, 23 Jul 2009 18:41:12 GMT

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Seriously, as you were going back to your topic you couldn't possibly miss "BRenBot without RenGuard" right underneath it...

Download norg.pm/norg.xml from that thread, not sure if it works on 1.52 though.

Subject: Re: Hosting a Server

Posted by [C C_guy](#) on Wed, 05 Aug 2009 17:35:10 GMT

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Killer wrote on Thu, 23 July 2009 03:00How can I make it so my server is Non-RenGuard instead of Half-Renguard?

Here use this , i use br 152 and it works for me with it , so... here.

File Attachments

1) [norenguard for brenbot.zip](#), downloaded 210 times

Subject: Re: Hosting a Server

Posted by [Killer](#) on Thu, 31 Dec 2009 01:25:32 GMT

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After a long time of not playing renegade and having my computer reset I have been trying to host my own server (again). This time I am having problems with BRenBot.

I attached what it looks like after I followed the ReadMe...

Can anyone help me?

File Attachments

1) [brenbot.bmp](#), downloaded 538 times

Subject: Re: Hosting a Server

Posted by [Goztow](#) on Thu, 31 Dec 2009 09:03:47 GMT

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That's a really old version of brenbot. Try downloading the newest version directly from new.brenbot.com

Subject: Re: Hosting a Server

Posted by [danpaul88](#) on Thu, 31 Dec 2009 15:45:13 GMT

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Just delete brenbot.dat if you don't have anything useful in it, looks like you tried to run the update twice in a row which screws things up.
