
Subject: Some ideas for future versions...

Posted by [Alkaline](#) on Tue, 20 Jan 2004 05:31:24 GMT

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In Br.Net I was able to add some stuff to the command.xml file:

!setcredits XXX which set the amount of credits a person would get on next map

!rotationA a list of maps I had in the commands.xml, it would change to that rotation.

!rotationB same as !rotationA but a differnt map rotation.

custom commands that could be coded into commands.xml...

maybe make a commands.xml for brenbot also?

Subject: Some ideas for future versions...

Posted by [zunnie](#) on Tue, 20 Jan 2004 10:13:02 GMT

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Yeah, that would be great. I created ALOT of custom cmds for BR 1.3 too.

Also i miss one command @ IRC. The "!page <nick> <message>" , i used this in combination with a script to page people where to get the maps i run on my server and where to lookup their ranks (<http://zunnie.hellrazer.net>).

This will probably be fixed pretty soon but the !setnextmap <map> doesnt work :S. When i do !setnextmap C&C_Alpine.mix, !setnextmap C&C_Alpine or !setnextmap Alpine they all give Error: Map Alpine not found.

[zunnie]

Subject: Some ideas for future versions...

Posted by [Alkaline](#) on Tue, 20 Jan 2004 14:06:54 GMT

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ya...we need some ini editing functions... but I will be using brenbot simply beacuse it doesn't crash every day at noon :rolleyes:

The real competetion will happen once br.net 1.45 is released... however, looking at thing, brenbot came out with a ton of more features and is more stable that br.net... so maybe next version of brenbot will be even better and have integrated wolspy support?

Subject: Some ideas for future versions...

Posted by [snipesimo](#) on Tue, 20 Jan 2004 14:36:38 GMT

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There has been a fix released for that problem :rolleyes:

Subject: Some ideas for future versions...

Posted by [zunnie](#) on Tue, 20 Jan 2004 16:48:42 GMT

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Do you have a link to the page with that update? Im using BRenBot 1.31

[zunnie]

Subject: Some ideas for future versions...

Posted by [Alkaline](#) on Tue, 20 Jan 2004 18:38:49 GMT

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snipesimo There has been a fix released for that problem :rolleyes:

No not really you have to wait 20-30 mins before you restart br.net... sometimes you have to change the clock on your machine to something other than 12:00 the fix does not work, even with task scheduler.

Subject: Some ideas for future versions...

Posted by [Alkaline](#) on Tue, 20 Jan 2004 18:49:25 GMT

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zunnie

but the !setnextmap <map> doesnt work :S. When i do !setnextmap C&C_Alpine.mix, !setnextmap C&C_Alpine or !setnextmap Alpine they all give Error: Map Alpine not found.

[zunnie]

that works fine for me, I change the maps all the time. infact a litte while ago I just did !setnextmap mesa and it change to mesa... Don't use the C&C_ part of the map, just use: "!setnextmap alpine"

but ya... I really miss the rotation commands...
also these would be great additions:

- 1, !settitle XXXXX: changes the title of the sever
- 2, !setwelcome XXXXX: changes the welcome message to the server
- 3, !setpassword XXXXX: pass protects server, does an auto restart
- 4, !setteamchange On/Off: allows/dissables team change, does an auto restart.

select svr_config.ini system would be good to where you can select what sever configuration ini file you would like.

Subject: Some ideas for future versions...

Posted by [snipesimo](#) on Tue, 20 Jan 2004 20:00:27 GMT

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It DOES work, its not my fault you aren't doing it right. If you follow the instructions, and set it to be killed at say 1:00 and then have it restart at 1:01 then theres no reason it shouldn't work. Also, its best to change the clock incase it does fail it ends up being 1 AM so no one is playing anyway.

Subject: Some ideas for future versions...

Posted by [zunnie](#) on Tue, 20 Jan 2004 20:36:11 GMT

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I am NOT using Blaze Regulator 1.3

I am using BRenBot v.1.31 like i said before. I tried all formats available to let BRenBot set the next map:

```
!setnextmap C&C_Alpine.mix
```

```
!setnextmap C&C_Alpine
```

```
!setnextmap Alpine
```

NONE of them work they only give Error: Map *Alpine* not found. This could be because i run FanMaps only? I dont have any westwood original maps in rotation anymore.

Quote:By snipesimo:

It DOES work, its not my fault you aren't doing it right. If you follow the instructions, and set it to be killed at say 1:00 and then have it restart at 1:01 then theres no reason it shouldn't work.

That doesnt apply to me because i do not use BR 1.3, this 'fix' is for Blaze Regulator 1.3 not for BRenBot which i switched to recently.

The reason i switched is because i like it doesnt crash everyday, its able to kick players with certain names, the ping and lag response is cool and the recommendation system is pretty ace too plus i like this !seen function

[/EDIT]

Can i use a custom avatar here? Upload or link-it?

[/EDIT2]

[zunnie]

Subject: Some ideas for future versions...

Posted by [Alkaline](#) on Tue, 20 Jan 2004 20:43:40 GMT

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snipesimolt DOES work, its not my fault you aren't doing it right. If you follow the instructions, and set it to be killed at say 1:00 and then have it restart at 1:01 then theres no reason it shouldn't work. Also, its best to change the clock incase it does fail it ends up being 1 AM so no one is playing anyway.

Snipesimo.. we have tried 4 differnt servers, same exact problem ok! maybe it works when you have a 4 player server buy on big servers it doesn't. I have tried it only 4 differnt operating systems, the program crashed on the dot exactly at 12:00 PM, you have to wait to 1:00 Pm to start it up again, or change the clock, then you must also change the fdstalk port or it will hang, or will not update the game status, i.e. it will connect to fds, but won't recognize any commands sent to it.

Besides that, br.net has various other bugs, including voting problems, laddder, stablitiy, and port glytches... maybe 1.45 will fix that, which is why I said the real competetion will happen when 1.45 is released...however, volkbot has his own server manager script that runs via fds and doesn't even need a bot, if he releases that to the public, then we will have a total of 3 main contenders.

I use brenbot on 1 server and br.net on another, so far I'm impressed with brenbot more.

Subject: Some ideas for future versions...

Posted by [snipesimo](#) on Tue, 20 Jan 2004 21:26:18 GMT

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Zunnie all my posts refer to BR .Net 1.3 and the 12 hour bug, I have no idea how to fix that problem in BRenBot.

Alkaline, BR .Net is only compatible with 2 operating systems so trying it on 4 was a waste of time. Also, I am not mad that you like BRenBot better, I am just mad that you bad mouth BR .Net when there are public fixes out, or you could just run 1.22. I also hate the fact that you bad mouthed BR .Net after you didn't even bother to seek help from me. I see you on the forums I am always around to help with problems. Also, this isn't meant to be a competition, its just that each program has its own strengths/weaknesses and feature sets. 1.4 will fix ALL of the problems you stated, as well as many more.

One last note, to anyone who thinks I am favoring BR .Net because I am RenEvo staff is wrong. I like both BRenBot and BR .Net it is just my current opinion that BR .Net is better because I can't even get BRenBot to work. But if it functions as it should, BRenBot can be a great app.

Subject: Some ideas for future versions...

Posted by [zunnie](#) on Tue, 20 Jan 2004 23:27:25 GMT

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lol, i didnt bad mouth nothing at all.

Alkaline and me are talking about BRenBot since the very first post in this topic :S its you who started talking about BR (1.3).

I like BR .NET VERY much, its always worked for me. The only slight problems i found with BR .NET did NOT make me goto BRenBot. I just like BRenBot too very much because of the ping/lag response, the reccommendation system, and the kick/ban-history etc.
(i did NOT change to BRenBot because i dont like BR .NET)

This topics description "Some ideas for future versions..." is what i replied to for BRenBot 1.32 maybe. Like you can READ above, i only said a !page command would be cool to see back in any future release/update.

Since this topic is started for non-official ideas i just thought it might be a good idea to lighten up the !setnextmap problem just so you guys know its not working. I did NOT say that to flame BR .NET at all. :S

Quote:By snipesimo:

my current opinion that BR .Net is better because I can't even get BRenBot to work.
Maybe you done something wrong?

PS:

It would be cool if in some update or new release it would be possible to create own commands like was with the commands.xml If this can only be done with the SQLite can you please tell me where to get it? There a few things i would like to add, like the !amsg <admin msg> for mods on my server and such things.

I hope i didnt pis u off hehe

Btw, please dont take this the wrong way im not trying to pis anyone hehe. But uhrm, if you knew we were talking about BRenBot, then why do you reply about BR.NET ? :/

[/EDIT]

[zunnie]

Subject: Some ideas for future versions...

Posted by [snipesimo](#) on Wed, 21 Jan 2004 01:04:03 GMT

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I replied about it because I took your post where you made a snide reference to BR .Net a little personally. And I don't THINK I am doing anything wrong, but after a long convo with Blazer, neither of us can figure out why BRenBot won't work for me. But when it does work, it is awesome.

Subject: Some ideas for future versions...

Posted by [zunnie](#) on Wed, 21 Jan 2004 02:05:22 GMT

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Quote:By snipesimo:
you made a snide reference to BR .Net a little personally

i did????????????? what i said wasnt that bad about BR :/

[zunnie]

Subject: Some ideas for future versions...

Posted by [snipesimo](#) on Wed, 21 Jan 2004 02:51:54 GMT

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I am talking directly to Alkaline.

Subject: Some ideas for future versions...

Posted by [Alkaline](#) on Wed, 21 Jan 2004 03:03:33 GMT

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snipesimoZunnie all my posts refer to BR .Net 1.3 and the 12 hour bug, I have no idea how to fix that problem in BRenBot.

Alkaline, BR .Net is only compatible with 2 operating systems so trying it on 4 was a waste of time. Also, I am not mad that you like BRenBot better, I am just mad that you bad mouth BR .Net when there are public fixes out, or you could just run 1.22. I also hate the fact that you bad mouthed BR .Net after you didn't even bother to seek help from me. I see you on the forums I am always around to help with problems. Also, this isn't meant to be a competition, its just that each program has its own strengths/weaknesses and feature sets. 1.4 will fix ALL of the problems you stated, as well as many more.

One last note, to anyone who thinks I am favoring BR .Net because I am RenEvo staff is wrong. I like both BRenBot and BR .Net it is just my current opinion that BR .Net is better because I can't even get BRenBot to work. But if it functions as it should, BRenBot can be a great app.

snipesimo, obviously you will do anything to defend br.net you act as if you can leave it running all the time and it won't fuck up.. wrong I have been using it since version 1.2... its a nice program, but brenbot is much better and is hella of a lot more stable. As for bad mouthing br.net? Wtf man, I only pointed out the problems that are present, you want bad mouthing? ok; Br.net is a piece of shit . That's bad mouthing. I even said the real competetion will begin once br.net 1.45 is released. Anyway I know for a fact the fix does not fix it proeprly because I have ran a server using br.net for like 7-8 months I know how to fix it and get it back running, its not an easy fix and a pain in the butt something I don't have to worry about when using brenbot. But if 1.45 fixes the problem, like I SAID BEFORE, thats when the real competetion begins.

Also as I pointed out in the forums, your fix is insane compared to a simple shutdown/startup entry in the windows task scheduler, it does the same thing but you don't have to mess with irc.

Also if you think its harder to setup brenbot then it is to setup the fix for br.net your full of it and obviously way to bias when it comes to br.net

Subject: Some ideas for future versions...

Posted by [Alkaline](#) on Wed, 21 Jan 2004 03:11:13 GMT

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anyway back to the topic:

this would be a cool addition to the ranking: Use the database from renstat to display the rank! this way you don't have to dump that info in the sqlite database and the rank will be the same as it is on most people's website.

-How about a tank theft option:

!tt XXX ; XXX has been added to the tank theft list

-Wolspy support or something similar for win32.

This would be the best addition if it happened. Hey, if you run linux, does brenbot show how many players are playing on gsa/ase?

Subject: Some ideas for future versions...

Posted by [Alkaline](#) on Wed, 21 Jan 2004 03:40:18 GMT

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Ohh ya, this would be useful as well:

!website: shows servers' website

actually a text file in which you would define your own custom messages.

e.g.

!XXX; <text to display>

people could then make their own text messages and also define what syntax would display them.

Subject: Some ideas for future versions...

Posted by [Blazer](#) on Wed, 21 Jan 2004 08:29:22 GMT

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brenbot spawns perlglob.exe to find all your maps. If you have a firewall such as ZoneAlarm Pro or Kerio that detects and stops applications from launching other applications, this will definitely

kill !setnextmap as well as !rotation, and !nextmap.

See if !rotation works, if it has no mapnames, then perlglob.exe was blocked from running for some reason...check your firewall applications access list.

Note that when we last talked on IRC, for some reason you couldn't get brenbot to run at ALL (not even print a single character just exits)...what did you do to get past that?

Subject: Some ideas for future versions...

Posted by [zunnie](#) on Wed, 21 Jan 2004 12:13:30 GMT

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Ok heres how stuff works for me:

<zunnie> !rotation

<FanMapsBot> 14Host: The map rotation includes:

<FanMapsBot> 14Host: [C&C_Tobruk.mix] C&C_Airbase.mix C&C_Snow.mix
C&C_Forgotten_Town.mix

<FanMapsBot> 14Host: C&C_FieldTS.mix C&C_Bio.mix C&C_Mars.mix C&C_Siege.mix

<FanMapsBot> 14Host: C&C_Alpine.mix C&C_Volcano_Flying.mix C&C_Ravine.mix
C&C_SeasideSunset.mix

<FanMapsBot> 14Host: C&C_BunkersTS.mix

This command works from both IRC and in-game and its being displayed on the FDS whenever its requested, either from IRC or in-game.

<zunnie> !maplist

<FanMapsBot> The following maps are installed:

<FanMapsBot>

The !maplist command itself works on IRC only but it doesnt say which maps are installed, this is not really a problem though since the !rotation DOES work. The BRenBot and the perlglob have both been ident with my firewall and are given the proper access etc.

<zunnie> !setnextmap C&C_SeasideSunset.mix

<FanMapsBot> 14Host: [BR] ERROR: C&C_SeasideSunset.mix not found.

<zunnie> !setnextmap C&C_SeasideSunset

<FanMapsBot> 14Host: [BR] ERROR: C&C_SeasideSunset not found.

<zunnie> !setnextmap SeasideSunset

<FanMapsBot> Host: [BR] ERROR: SeasideSunset not found.

This error i get on both IRC and in-game somehow.

All commands work as they should pretty much no probs so far

Only the setnextmap and maplist dont seem to work for me. And yeah that would be very ace if the !rank <nick> works with the RenStat database which i use myself too for custom ranks,

although my site will have less hits then :(hehe

Is there any way to create custom commands for BRenBot?

I love BR .NET btw , wouldnt it be cool if you can run both simultaneously on 1 server
[/EDIT]

[zunnie]

Subject: Some ideas for future versions...

Posted by [snipesimo](#) on Wed, 21 Jan 2004 12:37:07 GMT

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I am very well known for not being able to do simple tasks but able to do very complicated ones. But I would appreciate it if you didn't call me an idiot when Blazer himself has no idea whats wrong with BRenBot. Also, I cannot validate the task scheduler fix because I have never tried it. I am purely an mIRC kind of guy. But if you are willing to cooperate and tell me these kinds of things, it might be possible for me to adjust my mIRC script to assign BR .Net a new local port before it restarts.

Subject: Some ideas for future versions...

Posted by [Blazer](#) on Thu, 22 Jan 2004 01:03:34 GMT

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!rotation usually always works, as that info is just read from the ini file. However !maplist will get no data if brenbot cannot run perlglob.exe.

I have no idea what snipesimos problem was. Last I heard whenever he ran brenbot.exe, nothing happened at ALL, he just got the command prompt back. I can't think of anything that could cause that to happen, except for a firewall blocking execution of par.exe.

Subject: Some ideas for future versions...

Posted by [snipesimo](#) on Thu, 22 Jan 2004 02:01:44 GMT

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Which I allowed and also tried shutting down. I will do a little more experimenting and report back.

Subject: Some ideas for future versions...

Posted by [snipesimo](#) on Thu, 22 Jan 2004 02:14:27 GMT

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Finally got it working. In the process I figured out zonealarm doesn't get along with BRenBot as well as realized that you can't keep executing brenbot from a cmd window after making changes. you must try another command like dir beofre re-executing.

Subject: Some ideas for future versions...

Posted by [zunnie](#) on Thu, 22 Jan 2004 02:50:05 GMT

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I have made a shortcut on my QuickLaunch to BRenBot. Your saying that wont do when i change some settings in the BRenBot.cfg or the server/game_cfg.ini ?

Even without ANY firewall (+ restarting without Firewall) it doesnt work !maplist @ irc all it say is a empty line :S

[zunnie]

Subject: Some ideas for future versions...

Posted by [snipesimo](#) on Thu, 22 Jan 2004 11:44:36 GMT

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The most impressive feature is the low resources consumption. But everything has bugs.

Subject: Some ideas for future versions...

Posted by [w1ley](#) on Thu, 22 Jan 2004 14:51:58 GMT

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Alkalineanyway back to the topic:

this would be a cool addition to the ranking: Use the database from renstat to display the rank! this way you don't have to dump that info in the sqlite database and the rank will be the same as it is on most people's website.

-How about a tank theif option:

!tt XXX ; XXX has been added to the tank theif list

-Wolspy support or something similiar for win32.

This would be the best addition if it happened. Hey, if you run linux, does brenbot show how many players are playing on gsa/ase?

no lie, lets get back on topic.

Alki, i disagree about renstat. I like your concept, and I LOVE the concept of renstat. But renstat suffers from the following:

- 1) qualifiers are not documented fully
 - 2) no forum support (they dont answer forum posts)
-

3) cant use ladder points as a guage. which is to bad, score is terrible as is average score. Ladder is calculated to take into account many factors; did your team win? whats your k/d? whats your overall score? etc

so renstat is not a good idea until they address these (minor) issues. But using some external data for !rank is a great idea.

Subject: ip log
Posted by [w1ley](#) on Thu, 22 Jan 2004 14:54:19 GMT
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br.net has a cool ip address log. its handy to pull that into a sql table and see who is who.

it would be great if brenbot could incorporate ip log.

Subject: Some ideas for future versions...
Posted by [mac](#) on Thu, 22 Jan 2004 19:49:57 GMT
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The LFDS has no working ip address (bug), thus changing the banlog to add ip addresses is nonsense. I'm against adding features just for one supported operating system.

Subject: Some ideas for future versions...
Posted by [Alkaline](#) on Thu, 22 Jan 2004 21:30:53 GMT
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ya true... beaconpedastal guys really don't care too much about the forum support..

Anyway, the 1 thing that would be wanted the most imo would be working wolspy support or something similair to that.

Subject: Some ideas for future versions...
Posted by [w1ley](#) on Fri, 23 Jan 2004 13:01:29 GMT
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macThe LFDS has no working ip address (bug), thus changing the banlog to add ip addresses is nonsense. I'm against adding features just for one supported operating system.

Well I dont know that I would go so far as to say its nonsense. However, IP ban is a bit silly. I see some people coming in on several differant ips (differant machines and/or dynamic ip). But what about ip logging? I was going to make an irc script to do it myself, but brenbot doesnt give you the last octet, just the first three.

Yes yes yes, i know, not available in Linux so no value.
<sigh>

Subject: Some ideas for future versions...
Posted by [mac](#) on Fri, 23 Jan 2004 14:03:26 GMT
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Actually, the RenGuard specification says that RenGuard transmits the user's ip address to the server, because the LFDS doesn't have a valid ip address.

When having that ip address on all platform we can talk again on features for ip logging etc
