
Subject: Need Help Setting up Renguard Server
Posted by [renman1321](#) on Tue, 28 Dec 2004 13:45:42 GMT
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thanks now i can get it to connect to the irc but it hangs looking for the renlog whatever that is?
This is my config file if it could help u find what is wrong. (brenbot.cfg). Could it be a blocked port in my firewall?

```
#--Start Configuration-IRC-----  
# Edit the information below for your setup.  
# At least edit BotName and IrcChannel.
```

```
BotName = sandbot_8131  
BotFullName = BlazeRegulator/BRenBot 1.36 Win32  
IrcServer = irc.n00bstories.com  
IrcPort = 6667  
IrcChannel = #RenMasters
```

```
#---Q/NickServ-----
```

```
# Enable auth via "Q" or "NickServ" below. Sample input is shown.  
Qauth = 0  
Qusername = RenBot01  
Qpassword = Abby123  
# Note for NickServ auth you give the name of nickserv and the full ident string as example  
NickServauth = 1  
NickServname = NickServ  
NickServauth = identify RenBot01 mypassword
```

```
#--Windows or Linux-----
```

```
# BotMode MUST be "WIN32" for windows servers, or "LFDS" for Linux servers.
```

```
BotMode = WIN32
```

```
#--Remote Admin Settings-----
```

```
# The next 3 lines should be the same info that is in your server.ini  
# Note: Although it says "Linux" its the same for Win32
```

```
RenRemLinuxHost = 127.0.0.1  
RenRemLinuxPort = 6667  
RenRemLinuxPassword = Abby1234
```

```
#--FDS Installation-----
```

```
# Verify these paths are correct with your Renegade installation.  
# Note: FDSLogFilePath must end with the trailing slash (as example below)!!  
# Note: Linux users use forward slashes (/) in your paths.
```

```
FDSConfigFile = C:\Westwood\RenegadeFDS\Server\Data\svrcfg_cnc.ini
```

FDSLogFilePath = C:\Westwood\RenegadeFDS\Server\

#--Miscellaneous Settings-----

Every x minutes the bot will announce a random line from AutoAnnounceFile.

AutoAnnounceInterval = 600

LadderLookup currently not working. Do not turn it on or it will hang the bot.

EnableLadderLookup = 0

Set this to 0 or anything but 1 to disable voting.

VotingEnabled = 1

How long people get to place votes. Default here is 60 seconds.

VotingPeriod = 60

Set vehicle kick to 1 for Sniper servers

VehicleKick = 0

#--BR Configuration Files-----

BR Config Files - You shouldn't have to change these names. You can still open them with notepad.

AutoAnnounceFile = autoannounce.brf

Messagesfile = messages.brf

AdminsFile = admins.brf

MastersFile = masters.brf

KickLogFile = kicklog.brf

BanLogfile = banlog.brf

Generate_Gamespy_Queries = 1

Generate independant gamespy queries, instead of quering the original GSA UDP Query # handler. In WOL Mode, you don't have one.

GameSpyQueryPort = 23500

The query handler listens on this port

Broadcast_Server_To_Gamespy = 1

Broadcast the query handler to gamespy.

If you enable this, YOU NEED TO SET "GameSpyQueryPort=<value>" in server.ini to 0!!!!

BRENBOT WILL BEHAVE BADLY IF YOU DO NOT DO THIS!

Gamelog / Donate Settings

Donate is tied to gamelog, because bhs.dll causes to crash the fds, when a player

tries to donate to a player, which has not loaded the game yet. with gamelog, brenbot

can find out, if a player has loaded the map. you can disable it here.

BEWARE! PEOPLE WILL BE ABLE TO CRASH YOUR SERVER!

Seperate_Donate_From_Gamelog = 1

Delete gamelog files instead of archiving it. Normally, brenbot archives it.

Delete_Gamelog_Files = 1

#--End Configuration-----
