
Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [zunnie](#) on Tue, 25 Jan 2005 03:48:44 GMT

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<http://www.multiplayerforums.net/index.php?showtopic=694>

Server2.ini reference.

Also includes the vehicle crate spawn locations for a few other FanMade like Gobi, Alpine, Big_Walls, Uphill, Forgotten_Town etc etc

I will update this topic from time to time to include other maps Vehicle Crate delivery locations.

As for the minelimit:

create a file called minelimit.cfg and enter:

```
C&C_Canyon.mix:35
C&C_Cliffs.mix:35
C&C_Big_Walls.mix:35
C&C_Bio.mix:35
C&C_Quick_Draw.mix:40
C&C_SeasideSunset.mix:35
C&C_Forgotten_Town.mix:35
C&C_Islands.mix:35
C&C_Tropics.mix:35
C&C_Land.mix:35
C&C_Mesa.mix:35
C&C_FieldTS.mix:35
C&C_Lunar_Landing.mix:35
C&C_Siege.mix:35
C&C_Conquest_Winter.mix:35
C&C_Under.mix:35
C&C_Snow.mix:35
C&C_Fortress2K4.mix:35
C&C_Alpine.mix:30
C&C_Field.mix:35
C&C_Ravine.mix:35
C&C_Uphill.mix:35
C&C_BunkersTS.mix:35
C&C_MutationRedux.mix:35
C&C_Golf_Course.mix:35
C&C_Wasteland.mix:35
C&C_Cairo.mix:35
C&C_Ruins.mix:35
C&C_Tiberium_Temple.mix:35
C&C_Complex.mix:32
```

Note that the mapnames are CASE sensitive to what the filename in the data dir is.

If the map is called c&c_siege.mix then you must enter c&c_siege.mix:35 in minelimit.cfg and NOT C&C_Siege.mix, the config wont work properly for this map then.

Also you can now configure donate.cfg to prevent people from donating before *-seconds have passed:
Create a file called donate.cfg and enter:

```
C&C_canyon.mix:299
C&C_Cliffs.mix:299
C&C_Big_Walls.mix:299
C&C_Bio.mix:299
C&C_Quick_Draw.mix:299
C&C_SeasideSunset.mix:299
C&C_Forgotten_Town.mix:299
C&C_Islands.mix:299
C&C_Tropics.mix:299
C&C_Land.mix:299
C&C_Mesa.mix:299
C&C_FieldTS.mix:299
C&C_Lunar_Landing.mix:299
C&C_Siege.mix:299
C&C_Conquest_Winter.mix:299
C&C_Under.mix:299
C&C_Snow.mix:299
C&C_Fortress2K4.mix:299
C&C_Alpine.mix:299
C&C_Field.mix:299
C&C_Ravine.mix:299
C&C_Uphill.mix:299
C&C_BunkersTS.mix:299
C&C_MutationRedux.mix:299
```

Recommended renguard.cfg:

```
# renguard config file
```

```
# Pure Mode - Disallows any clients with model textures (skins) and alternative weapon models. 1
= enable, 0 = disable.
```

```
Pure_Mode = 0
```

```
# Server Motd ID - your motd id, as assigned on the Server Motd Configuration on renguard.com
(numeric)
```

```
# 0 if you do not have a motd.
```

motd = 0

how to notify non renguard users. available options: msg , page, off, pamsg
page is WOL only. if you disable it, it will only do the kick message.
be sure to put it into your motd then
pamsg is bhs.dll only. it will be automatically used, when bhs.dll is detected

notify = pamsg

new features

nokickmsg = 0

This disables the "xxx was kicked by RenGuard: You need RenGuard to play on this server" message

warnmessage = You need RenGuard to play on this server. Download it from <http://www.renguard.com>

This changes the default warn message.

kicktimer = 4

This changes the default time delay between sending the warning messages before kicking.

halfrenguard = 1

To turn on "Half-RenGuard", set this to 1. This will allow non-RenGuard users to the Server.

halfrenguard_pamsg_norg = Running RenGuard on this Server is recommended. Download it from <http://www.renguard.com>. With RenGuard, you will get unofficial patches ("core patches") and you can use commands on this server!

halfrenguard_pamsg_nocommands = To use %command on this server, you need RenGuard. Download it from <http://www.renguard.com>. With RenGuard, your Renegade is always kept up to date with the newest patches from Blackhand Studios!

These messages are displayed, when a non-rg user joins, and when a non-rg user attempts to use a !command

halfrenguard_pamsg_norg_interval = 400

The interval for the pamsg that is sent to every non-rg user

halfrenguard_hostmsg_enabled = 1

This enables the public hostmsg. Highly advised

halfrenguard_hostmsg_message = %name is a fatass n00b. %name is NOT running Anti-Cheat: <http://www.RenGuard.com>

This is the msg

```
halfrenguard_hostmsg_interval = 500
# This says how often the message should be repeated, in seconds
halfrenguard_allowed_commands = !rules
# These are the allowed commands for no RG users. You shouldn't add !showmods. Cheaters
# tend to type that. If
# none is there, they start cheating
```

[zunnie]
