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Subject: Re: brenbot help

Posted by [fwdblackhawk](#) on Sun, 26 Feb 2006 05:29:43 GMT

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ok this is brenbot.cfg

#--Start

Configuration-IRC-----

# Edit the information below for your setup.

# At least edit BotName and IrcChannel.

BotName = BadBot

BotFullName = BlazeRegulator/BRenBot 1.41 Win32

IrcServer = irc.ren-archive.com

IrcPort = 6667

IrcChannel = #badn00bs\_recruitment

#--Q/NickServ-----

# Enable auth via "Q" or "Nickserv" below. Sample input is shown.

Qauth = 0

Qusername =

Qpassword =

# Note for Nickserv auth you give the name of nickserv and the full ident string as example

Nickservauth = 1

Nickservname = Nickserv

Nickservauth = identify \*\*\*\*\*

#--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 = 24.168.88.49

RenRemLinuxPort = 5555

RenRemLinuxPassword = \*\*\*\*\*

#--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 = 0

# Generate independant gamespy queries, instead of quering the orignal 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 = 0

# 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-----

ok and now for the server.ini

```
;
;
;
; Server Settings .INI file for Renegade Free Dedicated Server.
;
; This file controls the behavior of a Renegade Free Dedicated Server. The
; first instance of the server is referred to as the Master Server and it can
; control up to seven other local instances of the server. These are referred
; to as Slave Servers.
;
; Each slave server must have it's own login information and serial number.
; Each slave server can have it's own game settings, seperate from the master.
;
;
; =====
=====
; =====
=====
;
; This section of the file is generated automatically - do not edit
;
; Available Westwood Servers:
;
; Pacific Server
; European Server
; USA Server
;
; End generated section.
;
; =====
=====
; =====
=====
;
;
; Renegade Master Server settings.
;
; This section contains the settings for the Master Renegade Server.
```

[Server]

```
; Config =  
;  
; This specifies the location of the game settings file used by the master  
; server. You can change this to point to any Renegade server settings .ini  
; file or change the default .ini file to reflect the game settings you would  
; like for your server.
```

```
Config = svrcfg_cnc.ini
```

```
; GameType =  
;  
; Set this to WOL for a Westwood Online dedicated server.  
; Set this to GameSpy for a GameSpy mode dedicated server.  
; Set this to LAN for a LAN mode dedicated server.  
;  
;
```

```
GameType =WOL
```

```
; Nickname =  
;  
; This is the Westwood Online nickname you will use when logging into the  
; Westwood Online matchmaking system. You can use a nickname from a previous  
; Westwood Studios game or apply for a new one by copying the following line  
; and pasting it into your web browsers address window  
;  
; http://register.westwood.com
```

```
Nickname =a000xx
```

```
;  
; Password =  
;  
; This is the password that matches the nickname used above.
```

```
Password =*****
```

```
; Serial =  
;  
; The serial number that you specified when installing the Renegade Dedicated  
; Server.
```

```
Serial =0669467948127346154272
```

```
; LoginServer =
```

```
;  
;  
; This field can be used to specify the Westwood Online matchmaking server  
; to connect to. If left blank, the Renegade Server will connect to the  
; closest matchmaking server. To specify a server to connect to, use one of  
; the names listed above in the section 'Available Westwood Servers'.
```

LoginServer =

```
; Port =  
;  
;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with game clients. This should normally be left at 0 and the  
; Server will decide for itself what port to use. This should work with most  
; firewalls and NAT connections but, if you need to manually set a port, you  
; can do it here.
```

Port =0

```
; GameSpyGamePort =  
;  
;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with game clients, while running as a GameSpy Server. When running  
; as a GameSpy server this port value will be used instead of the above Port value.  
; The default value is 4848.
```

GameSpyGamePort = 0

```
; GameSpyQueryPort =  
;  
;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with the GameSpy Master Server and GameSpy clients. The default  
; value is 25300. If this port is in use Renegade will find another port  
; to use instead(25301, 25302, ...).
```

GameSpyQueryPort = 0

```
; BandwidthUp =  
;  
;  
; If you know how much bandwidth you want to allocate for the Renegade  
; Server to use then you can specify it here. A minimum of 60k bits per second  
; is recommended for each client you plan to connect to. If you leave this  
; value as 0 (the default) then the available bandwidth will be automatically  
; detected(WOL only). Some guidelines follow.  
;  
;
```

```
; Set to 1500000 for a 32 player game
; Set to 750000 for a 16 player game
; Set to 250000 for an 8 player game
;
; Make sure you don't set the Bandwidth number to be higher than your
; actual available bandwidth or gameplay performance will be poor.
```

```
BandwidthUp =250000
```

```
; NetUpdateRate =
;
; Set this to control the frequency of network updates sent to clients. This
; is the number of updates sent per second. Higher values increase network
; traffic, lower values decrease traffic. Valid values must be in the 5 - 30
; range. As you increase NetUpdateRate the values set for BandwidthUp must
; also scale accordingly. The default is 10.
```

```
NetUpdateRate =10
```

```
; AllowRemoteAdmin =
;
; Set this to true to enable remote server administration via the RenRem
; tool. You must also set a password for remote administration to be
; allowed.
; Slave servers inherit this setting from the master.
```

```
AllowRemoteAdmin =True
```

```
; RemoteAdminPassword =
;
; This is the password required to connect to a server with the RenRem
; admin tool.
; Slave servers inherit this setting from the master.
```

```
RemoteAdminPassword = *****
```

```
; RemoteAdminIp =
;
; This is the ip that the remote administration service will listen for
; incoming request on. The default is to listen on ALL ip addresses. If
; you have an internal ip address and only want to administer internally
; set this to your internal ip address.
;
```

```
RemoteAdminIP =24.168.88.49
```

```
; RemoteAdminPort =  
;  
; The port to connect to for remote administration.  
; This can be set per slave. The default slave ports will be shown when  
; connecting to the master with the RenRem tool.
```

```
RemoteAdminPort =5555
```

```
;  
; Renegade Slave Server settings.  
;  
; These sections contain the settings for the Renegade Slave Servers. Each  
; additional server you want to run can be configured seperately by modifying  
; the corresponding section below.  
;  
; The settings for a slave server are the same as for a master with the  
; exception of the 'enable' flag. Setting Enable = 1 will enable the given  
; Slave Server. The Slave Server will start automatically at the same time  
; as the Master Renegade Server.  
;  
; Each Slave Server must have it's own login name, password & serial number.
```

```
[Slave1]  
Enable = 0  
Config = svrcfg_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =
```

```
[Slave2]  
Enable = 0  
Config = svrcfg_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =
```

```
[Slave3]  
Enable = 0  
Config = svrcfg_cnc.ini
```

Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =

[Slave4]  
Enable = 0  
Config = svrcfg\_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =

[Slave5]  
Enable = 0  
Config = svrcfg\_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =

[Slave6]  
Enable = 0  
Config = svrcfg\_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =

[Slave7]  
Enable = 0  
Config = svrcfg\_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =