
Subject: Re: ren fds help pretty plz :)
Posted by [nickcufs](#) on Fri, 31 Mar 2006 06:39:36 GMT
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```
#--Start Configuration-IRC-----  
# Edit the information below for your setup.  
# At least edit BotName and IrcChannel.  
  
BotName = TD6-BoT  
BotFullName = BlazeRegulator/BRenBot 1.41 Win32  
IrcServer = 72.20.45.185  
IrcPort = 6667  
IrcChannel = #TD6-AOW  
  
#---Q/NickServ-----  
  
# Enable auth via "Q" or "NickServ" below. Sample input is shown.  
Qauth = 0  
Qusername = RenBot01  
Qpassword = mypassword  
# Note for NickServ auth you give the name of nickserv and the full ident string as example  
NickServauth = 1  
NickServname = NickServ  
NickServauth = identify TD6-BoT *****  
  
#--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 = 4949  
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 = 100
# 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 = 0
# 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 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 = 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 = 0

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

Delete_Gamelog_Files = 0

#--End Configuration-----

umm thats my brenbot.cfg umm any sugs?
