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Subject: Missing SSAOW Logfile

Posted by {LP}Admiral-(NL) on Tue, 20 Feb 2007 14:26:47 GMT

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Hi there everyone.

I am having a problem with my BRenBot.

It can't find the SSAOW Logfile.

I am trying to set up a server for A Path Beyond (APB for short) and have followed all the instructions in the readme. Renamed the scripts to the path APathBeyond.

Here is a screenshot for your information:

This is what I put in at the server.ini

```
;
;
; 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 just make one up that doesnt exist and put a password
; to it and it'll automatically register.
```

```
;
;
Nickname = NICKNAME

;
; Password =
;
; This is the password that matches the nickname used above. Must be 8 characters
```

```
Password = PASSWORD
```

```
; Serial =
;
; The serial number that you specified when installing the RenAlert Dedicated
; Server. No need to change.
```

```
Serial = 0669123456789012345678
```

```
; 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 = 0
```

```
; 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 = true  
;  
; 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 = 127.0.0.1
;
; 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 = 127.0.0.1
```

```
; RemoteAdminPort = 4949
;
; 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 = 4949
```

This is what I put in at the brenbot.cfg

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

```
BotName = Admiralbot
BotFullName = BlazeRegulator/BRenBot 1.50 Win32
IrcServer = irc.n00bstories.com
IrcPort = 6667
IrcChannel = #Admiralbot
```

```
#--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 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 = 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\APathBeyondFDS\data\svrcfg\_cnc.ini  
FDSLogFilePath = C:\Westwood\APathBeyondFDS\

#--Miscellaneous Settings-----

# Every x seconds 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 vehicle kick to 1 for Sniper servers  
VehicleKick = 0

# Name of the BrenBot Executable, can have any file extension.

BRenBot\_Executable = brenbot.exe

# Forces all players to have bhs.dll (NOT RECOMMENDED)

Force\_bhs\_dll = 0;

##--Voting Settings-----

# Settings for BRenBot's voting system

# Set this to 0 to disable voting, 1 to enable

VotingEnabled = 1

# How long votes should last, in seconds.

VotingPeriod = 60

# Enable / Disable the different types of votes here. 1 to enable, 0 to disable.

Voting\_Allow\_Change\_Nextmap = 1

Voting\_Allow\_Gameover = 1

Voting\_Allow\_Kick = 1

##--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

ModeratorsFile = moderators.brf

PresetsFile = presets.brf

KickLogFile = kicklog.brl

BanLogfile = banlog.brl

MiscLogFile = misclog.brl

##--BR Automatic Recommendations-----

# Minimum score needed to get the end of game highest score recommendation

Autorec\_Minimum\_Score = 750

# Minimum kills needed to get the end of game most kills recommendation

Autorec\_Minimum\_Kills = 10

# Minimum k/d ratio needed to get the end of game best KD recommendation

Autorec\_Minimum\_KD = 1.5

#--BRenBot Moderator Settings-----

# Force moderators to register their username on BRenBot, so they have to !auth  
# to get their moderator powers. Set to 1 to enable, 0 to disable.

Moderators\_Force\_Auth = 1

# Enables or disables all moderator symbols. Set to 1 to enable, 0 to disable.

Moderators\_Show\_Symbols = 1

# Symbols for moderators, if enabled above

Moderators\_Temp\_Mod\_Symbol = +

Moderators\_Half\_Mod\_Symbol = %

Moderators\_Full\_Mod\_Symbol = @

Moderators\_Admin\_Symbol = &

#--Gamelog Settings-----

# These settings only apply if the Gamelog module is enabled.

# Shows vehicle purchases in IRC. Set to 1 to enable, 0 to disable.

# This setting also applies when gamelog is disabled, but the message is different.

Gamelog\_Show\_Vehicle\_Purchase = 1

# Shows vehicle stolen messages ingame. Set to 1 to enable, 0 to disable.

Gamelog\_Show\_Vehicle\_Stolen = 1

# Shows crate messages in IRC. Set to 1 to enable, 0 to disable.

Gamelog\_Show\_Crate\_Messages = 1

# Shows kill messages in IRC. Set to 1 to enable, 0 to disable.

Gamelog\_Show\_Kill\_Messages = 1

# Shows vehicle destroyed messages in IRC. Set to 1 to enable, 0 to disable.

Gamelog\_Show\_Vehicle\_Kill\_Messages = 1

# Shows building destroyed messages in IRC. Set to 1 to enable, 0 to disable.

Gamelog\_Show\_Building\_Kill\_Messages = 1

# How many light vehicle kills are needed to get a recommendation

Gamelog\_Autorec\_Light\_Vehicle\_Kills = 8

# How many heavy vehicle kills are needed to get a recommendation

Gamelog\_Autorec\_Heavy\_Vehicle\_Kills = 5

# How many building health points need to be repaired to get a recommendation  
Gamelog\_Autorec\_Building\_Repair = 2000

# How many vehicle health points need to be repaired to get a recommendation  
Gamelog\_Autorec\_Vehicle\_Repair = 4000

#--Broadcast to Gamespy settings-----

# Enable the GSA broadcasting system  
Generate\_Gamespy\_Queries = 0

# Query port for your server, which GSA uses to communicate with your server  
GameSpyQueryPort = 23500

# Enable broadcasting to GSA, if disabled the server will not be listed on  
# the server lists.  
Broadcast\_Server\_To\_Gamespy = 0

# Your servers external IP  
GameSpy\_IP = 123.123.123.123

# 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

If somebody could provide me with the file, I would be utmost grateful.

Admiral

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