Subject: Re: BRenBot Error
Posted by Goonhaven on Thu, 20 Mar 2008 23:54:30 GMT
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```
# BRenBot configuration file
#
# This is the main configuration file for BRenBot. It is recommended that
# you read the readme file before you start editing this. You should edit
# at least the ircAdminChannel and botName settings.



 #------------------------------------------------------------------------ -----
# IRC Settings
# General settings for the irc connection
 #------------------------------------------------------------------------ -----

# IRC server to connect to
IrcServer = irc.n00bstories.com
IrcPort = 6667

# Username for BRenBot to use in IRC
BotName = GH_AOW_bot
BotFullName = BRenBot 1.52 (Win32)

# IRC admin channel
ircAdminChannel = #GH_AOW
ircAdminChannelKey =

# IRC public channel, leave channel name blank to disable
ircPublicChannel =
ircPublicChannelKey =

# Maximum characters per second to send to the irc.
ircCharsPerSecond = 8000

# Adds [BR] to the front of all IRC messages. Intended for compatibility
# with mirc bots which parse BRenBot messages and expect this to be there.
prefixIRCMessages = 1

# Shows team (F3) chat in the public irc channel. Only has an effect if
# you use the public channel and teammessages module is enabled.
showTeamChatInPublicChan = 0



 #------------------------------------------------------------------------ -----
# IRC Auth Settings
# Various methods to get your bot to authorise itself on IRC
```

```
#------------------------------------------------------------------- -----

# Enable auth via "Q" or "Nickserv" below. Sample input is shown.
Qauth = 0
Qusername = RenBot01
Qpassword = mypassword

# NickServ authorisation. To use NickServ authorisation fill in the Nickservauth
# parameter as appropriate. Example: Nickservauth = identify botNickPass
Nickservauth =
Nickservname = Nickserv

# OPER authorisation, if you dont know what this is don't worry about it.
# Fill in the password and user paramaters to enable oper auth.
operAuthUser =
operAuthPass =



#------------------------------------------------------------------- -----
# 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 = [SENSORED]



#------------------------------------------------------------------- -----
# 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
# Settings that dont fit under any of the other categories
 #---------------------------------------------------------------------------- -----
```

# 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. Used by restart.exe
BRenBot_Executable = brenbot.exe

# Forces all players to have bhs.dll (NOT RECOMMENDED)
Force_bhs_dll = 0

# Enable paging players with CMSGP instead of PPAGE. This causes pages to be green, which
# is generally more readable ingame, but has been known to cause crashes on the LFDS.
Enable_CMSG_Paging = 1

Donate is tied to gamelog, because bhs.dll can crash the FDS if a player tries to donate
to someone who has not finished loading the map. Enabling this means people will be able
to crash your server!

Seperate_Donate_From_Gamelog = 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 = 30

```
# 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
# Filenames for other config files, you should not need to change these.
 #---------------------------------------------------------------------------- -----

AutoAnnounceFile = autoannounce.cfg
Messagesfile = messages.cfg
ModeratorsFile = moderators.cfg
PresetsFile = presets.cfg
KickLogFile = kicklog.log
BanLogfile = banlog.log
MiscLogFile = misclog.log


 #---------------------------------------------------------------------------- -----
# 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


 #---------------------------------------------------------------------------- -----
# Moderator Setting
 #---------------------------------------------------------------------------- -----

# 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 sybmols. 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 = &

# Enable or disable the join message for moderators and administrators
Moderators_Show_Join_Message = 0




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

# These five settings control which messages are shown in IRC. Set to 0 to
# disable, 1 to show in admin channel only, 2 to show in both channels.

Gamelog_Show_Vehicle_Purchase = 1
Gamelog_Show_Crate_Messages = 1
Gamelog_Show_Kill_Messages = 1
Gamelog_Show_Vehicle_Kill_Messages = 1
Gamelog_Show_Building_Kill_Messages = 1

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




 #------------------------------------------------------------------------------- -----
# Gamespy Settings
```

Settings to control the Gamespy broadcaster. See the readme for more details.
 #-- -----

# 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. Also requires the gamespy_players module to be enabled.
Broadcast_Server_To_Gamespy = 0

# Your servers external IP
GameSpy_IP = 123.123.123.123

##
That's what's in my BRenBot.cfg file - it doesn't look like it's missing anything to me.