Posted by KKJJ on Sun, 16 Aug 2009 03:50:27 GMT
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Hi. As the title shows, I can´t use some commands, like !forcetc for example, because it´s saying that the player has not finished with loading yet. I haven´t tried the donate yet but I think it´s having the same problem. Also !setnextmap does not work sometimes correctly, as it sets the map but when ending the game it´s loading another (sometimes, and always from ingame; works well from IRC).
Also in my irc channel is not showing any kill messages, purchases, buildings damage/destroy messages, etc. But for example, !msg from irc it´s working fine, and I can see the rules, announce messages, the beggining settings message (minelimit, vehiclelimit...), and the end recommendations. But another thing it´s not working it´s when you kill two buildings you should get a rec, but you don´t.

After reading lots of posts in this forum, I know that the problem is related to the gamelog, but the modules gamelog and ssgm are enabled. The other related files are server.ini and brenbot.cfg, wich im quoting a part here.

Quote:[Server]

Config = svrcfg_cnc.ini
GameType = GameSpy
Nickname = MY SERVER
Password = password
Serial = 123456
LoginServer = USA Server

Port = 7777
GameSpyGamePort = 7777
GameSpyQueryPort = 25300

BandwidthUp = 75500500
NetUpdateRate = 30

AllowRemoteAdmin = true
RemoteAdminPassword = mypasswo
RemoteAdminIP = 127.0.0.1
RemoteAdminPort = 4949

Quote: #--- -----
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 = mypasswo
```

....scrolling a bit down

```
#-------------------------------------------------------------------------- -----
# 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 = 1000

# How many vehicle health points need to be repaired to get a recommendation
Gamelog_Autorec_Vehicle_Repair = 2000
```

I´m using Brenbot 1.52 (with admins plugin; without Biatch(this one was making my fds crash!) and Ipbot) and I´m running an apathbeyond fds.

Well, sorry for the long post but I´m lost. I don´t know where is the problem and what can I do, and need some help.

Thanks.