
Subject: Re: BRenBot 1.53.10

Posted by [danpaul88](#) on Fri, 13 Jan 2012 13:47:00 GMT

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Caveman wrote on Fri, 13 January 2012 12:48there is no renrem with this br, it uses the tcp port which is working.

Actually, BRenBot only *reads* from the TCP port. All the commands are still sent via the tried and tested RenRem port. At the time I implemented it I didn't have a definitive answer as to whether the TCP port would be a two way mechanism or just an output for the logfiles, hence I didn't go to the trouble of replacing RenRem with the TCP commands mechanism.

Check your BRenBot console, if it detects problems with your RenRem configuration (as read from server.ini or svrccgmg_gnhb.ini or whatever the hell its called, can't remember which off the top of my head) it will print a warning to the console on bootup.

Something along the lines of 'Warning: RemoteAdmin is not enabled in server.ini' would be a big clue

EDIT: Also, RTFM

Quote:Problem: The bot seems to work, but no messages showup ingame, and some commands do not work

Resolution: Usually this is caused by incorrect remote admin settings. Ensure that AllowRemoteAdmin in server.ini is set to true and that the RemoteAdminPassword is set to an 8 character string. See the setup section for the exact names of these settings. This can also occur when two or more FDS installations on the machine are configured with the same RemoteAdminPort setting.

And

Quote:Added support for SSGM 4.0 TCP logging of SSGMLog, Gamelog and Renlog

Note it specifies support for logging (ie: output), not support for sending commands via TCP
