
Subject: Re: BRenBot 1.54.1

Posted by [Jerad2142](#) on Wed, 14 May 2014 22:28:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Wed, 14 May 2014 16:20The default UDP query port in BRenBot for GSA clients is 23500 in plugins/gamespy.xml and it reads the game port from server.ini

```
if ($_ =~ m/Port\s*=\s*(\d+)/)
{
    $server_gameport = $1;
}
```

Although it occurs to me that if RemoteAdminPort= is below Port= in your server config that regex would technically match that too... should probably fix that ^^

EDIT: Fixed for 1.54.2

I'll just throw remoteAdminPort above port for now and see if that does the trick.

As for the stock Ren logging path, any way I can make it work or do I have to bite the bullet and put the extra bloat (bloat being unneeded, not disliked) of SSGM on my server?
