
Subject: Help with BRenbot

Posted by [HTSolid](#) on Sat, 14 Feb 2004 23:50:25 GMT

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I want to apologize in advance for this long post...LOL. I also want to Thank everyone in advance for any help they can give.

First off, does anyone know an update for BR.net 1.4?

Okay, now the problem. We, HazTeam, are currently running 2 dedicated WON servers. One which runs BR.net 1.22 with no problems...works great. However, the other server seems to have issues running any version of BR.net. With that said, I pursued alternate solutions for admin tool. BRenbot captured my interest immediately. I have used BRenbot for a couple of weeks so far, with great success. However, I have a couple of items I would like to work out, if possible. Currently, I am running JoinMe IRC server on the same server as BRenbot and the FDS. I have setup BRenbot to connect locally to the IRC server. Why? Well, first off, let me state that I am an IRC n00b by EVERY definition of the word n00b. I hate to admit that, but it's true. When we first setup BRenbot, we had it connecting to n00bstories IRC, but soon learned that anyone who knows anything about IRC (certainly not me) could get into our channel and start playing around. LOL...so, as you can guess, that created problems. By hosting my own IRC, I thought I could control who joins, etc. I simply want the ability for the hazteam members to join a private IRC server, password or authentication required, and mod the server remotely.

Currently, I can host my own IRC service and join, configure BRenbot to connect to the local IRC service and create the channel. All of the in-game commands work great; however, when anyone connects and joins the BRenbot channel, there is no way to make them Op so they can issue commands to the bot. So, I guess my question is there anyway around this? Or is there a simple way to add a Chanserv and Nickserv bot to my local IRC service? I know that JoinMe allows the use of bots, and I "think" the chanserv/nickserv are just bots....but I am clueless.

I hope all of this info help relay the problem at hand. Thanks again to anyone who can shed some light on this.

Thank you,
Solid
