
Subject: Input - Output Problems

Posted by [DataMatrix](#) on Thu, 01 Jul 2004 19:38:26 GMT

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Also, I don't get the player names or anything and I can't speak to the people through IRC, e.g. if i put !kick and that user was there, it will say, No users playing or something along the lines of that.

Here are my ini files:

Gamespy.ini

```
;
;
;
; Server Settings .INI file for Renegade Free Dedicated Server.
;
; This file controls the behavior of a Renegade Free Dedicated Server. The
; first instance of the server is referred to as the Master Server and it can
; control up to seven other local instances of the server. These are referred
; to as Slave Servers.
;
; Each slave server must have it's own login information and serial number.
; Each slave server can have it's own game settings, seperate from the master.
```

```
=====
==
```

```
;
;
=====
```

```
==
;
;
```

```
; This section of the file is generated automatically - do not edit
```

```
; Available Westwood Servers:
```

- ; Pacific Server
- ; European Server
- ; USA Server

```
; End generated section.
```

```
=====
==
```

```
;
;
=====
```

```
==
```

```
.  
;  
; Renegade Master Server settings.  
;  
; This section contains the settings for the Master Renegade Server.
```

[Server]

```
; Config =  
;  
; This specifies the location of the game settings file used by the master  
; server. You can change this to point to any Renegade server settings .ini  
; file or change the default .ini file to reflect the game settings you would  
; like for your server.
```

```
Config = svrcfg_cnc.ini
```

```
; GameType =  
;  
; Set this to WOL for a Westwood Online dedicated server.  
; Set this to GameSpy for a GameSpy mode dedicated server.  
; Set this to LAN for a LAN mode dedicated server.  
;  
;
```

```
GameType = Gamespy
```

```
; Nickname =  
;  
; This is the Westwood Online nickname you will use when logging into the  
; Westwood Online matchmaking system. You can use a nickname from a previous  
; Westwood Studios game or apply for a new one by copying the following line  
; and pasting it into your web browsers address window  
;  
; http://register.westwood.com
```

```
Nickname =
```

```
.  
;  
; Password =  
;  
; This is the password that matches the nickname used above.
```

```
Password =
```

; Serial =
;
; The serial number that you specified when installing the Renegade Dedicated
; Server.

Serial =

; LoginServer =
;
; This field can be used to specify the Westwood Online matchmaking server
; to connect to. If left blank, the Renegade Server will connect to the
; closest matchmaking server. To specify a server to connect to, use one of
; the names listed above in the section 'Available Westwood Servers'.

LoginServer =

; Port =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients. This should normally be left at 0 and the
; Server will decide for itself what port to use. This should work with most
; firewalls and NAT connections but, if you need to manually set a port, you
; can do it here.

Port = 8000

; GameSpyGamePort =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients, while running as a GameSpy Server. When running
; as a GameSpy server this port value will be used instead of the above Port value.
; The default value is 4848.

GameSpyGamePort =

; GameSpyQueryPort =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with the GameSpy Master Server and GameSpy clients. The default
; value is 25300. If this port is in use Renegade will find another port
; to use instead(25301, 25302, ...).

GameSpyQueryPort =

```
; BandwidthUp =
;
; If you know how much bandwidth you want to allocate for the Renegade
; Server to use then you can specify it here. A minimum of 60k bits per second
; is recommended for each client you plan to connect to. If you leave this
; value as 0 (the default) then the available bandwidth will be automatically
; detected(WOL only). Some guidelines follow.
;
; Set to 1500000 for a 32 player game
; Set to 750000 for a 16 player game
; Set to 250000 for an 8 player game
;
; Make sure you don't set the Bandwidth number to be higher than your
; actual available bandwidth or gameplay performance will be poor.
```

```
BandwidthUp = 256000
```

```
; NetUpdateRate =
;
; Set this to control the frequency of network updates sent to clients. This
; is the number of updates sent per second. Higher values increase network
; traffic, lower values decrease traffic. Valid values must be in the 5 - 30
; range. As you increase NetUpdateRate the values set for BandwidthUp must
; also scale accordingly. The default is 10.
```

```
NetUpdateRate = 10
```

```
; AllowRemoteAdmin =
;
; Set this to true to enable remote server administration via the RenRem
; tool. You must also set a password for remote administration to be
; allowed.
; Slave servers inherit this setting from the master.
```

```
AllowRemoteAdmin = True
```

```
; RemoteAdminPassword =
;
; This is the password required to connect to a server with the RenRem
; admin tool.
; Slave servers inherit this setting from the master.
```

```
RemoteAdminPassword = *****
```

```
; RemoteAdminIp =
```

```
;  
;  
; This is the ip that the remote administration service will listen for  
; incoming request on. The default is to listen on ALL ip addresses. If  
; you have an internal ip address and only want to administer internally  
; set this to your internal ip address.  
;  
;
```

RemoteAdminIP =

```
;  
; RemoteAdminPort =  
;  
; The port to connect to for remote administration.  
; This can be set per slave. The default slave ports will be shown when  
; connecting to the master with the RenRem tool.
```

RemoteAdminPort = 8700

Server.ini is the same as Gamespy.ini

brenbot.cfg

```
#--Start Configuration-IRC-----  
# Edit the information below for your setup.  
# At least edit BotName and IrcChannel.  
BotName = [BR]  
BotFullName = BRenBot 1.35 Win32  
IrcServer = irc.p2pchat.net  
IrcPort = 6667  
IrcChannel = *****  
#---Q/NickServ-----  
# Enable auth via "Q" or "NickServ" below. Sample input is shown.  
Qauth = 0  
Qusername = [BR]  
Qpassword = *****  
# Note for NickServ auth you give the name of nickserv and the full ident string as example  
NickServAuth = 1  
NickServName = NickServ  
NickServAuth = identify *****  
#--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 = 8000  
RenRemLinuxPassword = *****  
#--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-----
# Every x minutes 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 this to 0 or anything but 1 to disable voting.
VotingEnabled = 1
# How long people get to place votes. Default here is 60 seconds.
VotingPeriod = 120
# Set vehicle kick to 1 for Sniper servers
VehicleKick = 0
#--BR Configuration Files-----
# BR Config Files - You shouldn't have to change these names. You can still open them with
notepad.
AutoAnnounceFile = autoannounce.brf
Messagesfile = messages.brf
AdminsFile = admins.brf
MastersFile = masters.brf
KickLogFile = kicklog.brf
BanLogfile = banlog.brf
#--End Configuration-----
```
