
Subject: Brenbot-135 linux problem with renguard
Posted by [EkkoTheGekko](#) on Tue, 18 May 2004 18:26:56 GMT
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Hi,

I'm trying to get Brenbo-135 for linux to work. But i get the following error:
BRenBot 1.35 linux.
brenbot is Copyright 2003-2004 by Blackhand Studios. All Rights reserved.
ERROR: Notify must be either page, msg or off
Died at renguard.pm line 82, <FILE> line 17.

I've tried all possibilities in the renguard.cfg but it just won't work....

Anyone got a solution for this problem

EkkoTheGekko

Subject: Brenbot-135 linux problem with renguard
Posted by [mac](#) on Tue, 18 May 2004 21:24:26 GMT
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Insert notify=msg into renguard.cfg and make sure you ran dos2unix on it.

Subject: Brenbot-135 linux problem with renguard
Posted by [EkkoTheGekko](#) on Tue, 18 May 2004 21:39:54 GMT
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I did what you said, but it still doesn't work:(
I still have the same error.

Any other suggestions??

EkkoTheGekko

Subject: Brenbot-135 linux problem with renguard
Posted by [mac](#) on Tue, 18 May 2004 21:48:38 GMT
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EkkoTheGekko did what you said, but it still doesn't work:(
I still have the same error.

Any other suggestions??

EkkoTheGekko

Hmm, remove that line completely and it should default it to msg, problem fixed.

Subject: Brenbot-135 linux problem with renguard
Posted by [Ladios](#) on Wed, 19 May 2004 11:20:25 GMT
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I got a same error.

Try getting renguard.cfg from SSC archive
and overwriting brenbot's one.

Subject: Brenbot-135 linux problem with renguard
Posted by [EkkoTheGekko](#) on Wed, 19 May 2004 20:35:27 GMT
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ok brenbot is working now thnx for the help on that one

but it can't connect to the wrapper. This is wat happens when i start the wrapper:

```
Renegade Server Wrapper 0.3 (c) 2003-2004 by Blackhand Studios
Opening TCP Port 4853
Started Server with pid 2464
Renegade Free Dedicated Server v1.037 GU-838 03/01/2003 - 19:00:34
Console mode active
*** Auto starting game. Type 'quit' to abort ***
Initializing LAN Mode
Applying server settings
Channel created OK
Loading level C&C_Islands.mix
Load 0% complete
Load 10% complete
Load 19% complete
Load 27% complete
Load 34% complete
Load 41% complete
Load 46% complete
Load 52% complete
Load 57% complete
Host: Teams have been swapped.
Load 100% complete
Level loaded OK
Initializing GameSpy Q&R
GameSpy mode active since Wed May 19 22:29:38 2004
```

Gameplay Pending

Map : C&C_Islands.mix

Time : 0.30.00

Fps : 50

GDI : 0/20 players 0 points

NOD : 0/20 players 0 points

To me it seems that the wrapper works. Only I can't use any of the commands like game_info.

This is what brenbot-135 says:

Starting up renrem thread...

BRenBot 1.35 linux.

brenbot is Copyright 2003-2004 by Blackhand Studios. All Rights reserved.

Connecting to RenGuard...

Could not load ssc_ignore.txt - No users are being ignored by RenGuard!

Got serverlist..

Sending to ... 130.89.165.71:25400

Opening server port ...

IRC Initialization...joining irc.n00bstories.com:6667

my nick is Dragoncave_linux

Setting up protected nickname thread...

Setting irc refresh thread...

Can't connect to LFDS Wrapper!

Connected to RenGuard.

Connecting to IRC... waiting for welcome message

Got Server Welcome Message...

Identifying with NickServ...

Joining IRC Channel...

Connection to renrem not possible. Can't send msg BlazeRegulator/BlazeRenBot 1.3

5 linux starting up...

Connection to renrem not possible. Can't send game_info

Connection to renrem not possible. Can't send player_info

IRC: Dragoncave_linux :+wx

IRC: Dragoncave_linux!Dragoncave@n00b-37CC13A5.student.utwente.nl joined #dragoncave_linux

IRC: Dragoncave_linux changed to #dragoncave_linux

Can't connect to LFDS Wrapper!

Can't connect to LFDS Wrapper!

Can't connect to LFDS Wrapper!

Can't connect to LFDS Wrapper!

Can't connect to LFDS Wrapper!

Connection to renrem not possible. Can't send player_info

Can't connect to LFDS Wrapper!

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Can't connect to LFDS Wrapper!

Anyone has a suggestion????

Subject: Brenbot-135 linux problem with renguard
Posted by [mac](#) on Wed, 19 May 2004 22:05:30 GMT
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Hmm, it seems that port 4853/tcp is not setup in brenbot.cfg

try connecting manually to the wrapper
ie telnet localhost 4853 - it should work.

Be sure your brenbot.cfg has right port.

EkkoTheGekkook brenbot is working now thnx for the help on that one

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Gameplay Pending
  Map : C&C_Islands.mix
  Time : 0.30.00
  Fps : 50
  GDI : 0/20 players    0 points
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Setting irc refresh thread...
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IRC: Dragoncave_linux :+wx
IRC: Dragoncave_linux!Dragoncave@n00b-37CC13A5.student.utwente.nl joined #dragon
cave_linux
IRC: Dragoncave_linux changed to #dragoncave_linux
Can't connect to LFDS Wrapper!
Can't connect to LFDS Wrapper!
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Can't connect to LFDS Wrapper!
Can't connect to LFDS Wrapper!
Connection to renrem not possible. Can't send player_info
Can't connect to LFDS Wrapper!
Can't connect to LFDS Wrapper!
Can't connect to LFDS Wrapper!
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```

Anyone has a suggestion????

Subject: Brenbot-135 linux problem with renguard
Posted by [EkkoTheGekko](#) on Thu, 20 May 2004 10:54:46 GMT

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Thanks for the help, it's working now
