Subject: Brenbot help...I've looked but cannot see
Posted by ME2222 on Wed, 14 Jul 2004 22:12:18 GMT
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Hi, sorry if you already answered this question, but I have looked in forums and tried everything and cannot find a way to get mine to work.
Can anyone please tell me what is wrong..
I keep getting.. IRC:disconnet detected...reconnecting in 60 sec...
then nothing...

here is my brenbot.cfg:
#--Start Configuration-IRC---
# Edit the information below for your setup.
# At least edit BotName and IrcChannel.
BotName = Apocserv6
BotFullName = Apocalypse Server Bot2
IrcServer = irc.n00bstories.com
IrcPort = 6667
IrcChannel = #Apocserv2
#---Q/NickServ---
# Enable auth via "Q" or "Nickserv" below. Sample input is shown.
Qauth = 0
Qusername = apoc0006
Qpassword = (my PW for apoc0006)
# Note for Nickserv auth you give the name of nickserv and the full ident string as example
Nickservauth = 1
Nickservname = Nickserv
Nickservauth = identify (my PW for Apocserv6)
#--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 = 4849
RenRemLinuxPassword = (same as RemoteAdminPassword PW in my server.ini)
#--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:\Games\Westwood\RenegadeFDS\Server\Data\svrcfg_cnc.ini
FDSLogFilePath = C:\Games\Westwood\RenegadeFDS\Server\
#--Miscellaneous Settings---
# Every x minutes the bot will announce a random line from AutoAnnounceFile.
AutoAnnounceInterval = 120
# 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 = 60
# 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---

My server.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 = WOL


; 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 = apoc0006
```

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

Password = (my apoc0006 PW)

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

Serial = (my apoc0006 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 = 0

; 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 = 0

; 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 = 0

; 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 = 750000

; 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 too.
; Slave servers inherit this setting from the master.

RemoteAdminPassword = (same as brenbot.cfg RenRemLinuxPassword)

; 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 = 4849

;
; Renegade Slave Server settings.
;
; These sections contain the settings for the Renegade Slave Servers. Each
; additional server you want to run can be configured seperately by modifying
; the corresponding section below.
;
; The settings for a slave server are the same as for a master with the
; exception of the 'enable' flag. Setting Enable = 1 will enable the given
; Slave Server. The Slave Server will start automatically at the same time
; as the Master Renegade Server.
;
; Each Slave Server must have it's own login name, password & serial number.
;
[Slave1]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =

```
Port = 0
RemoteAdminPort =

[Slave2]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave3]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave4]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave5]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave6]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
```

BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave7]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

I cannot even get as far as IRC...either running FDS first or not, running IRC first or not, waiting for a person in game or not...
I am at a loss...
thank you for your help.!

Subject: Re: Brenbot help...I've looked but cannot see
Posted by ME2222 on Thu, 15 Jul 2004 23:41:26 GMT
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I ran it from cmd.exe and it said this...
socket: OI::Socket::INET: Bad protocal "udp" at script/brenbot.pl line 1634

Read me said to post here for help. Please can someone help.

Subject: Re: Brenbot help...I've looked but cannot see
Posted by ME2222 on Wed, 21 Jul 2004 02:06:18 GMT
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No one can help? Seriously, I wanna host a CNR server and it is so hard to enforce rules and keep everyone up on rules. Please help me get this up...
Any suggestions where I can find more help on this?

Subject: Brenbot help...I've looked but cannot see
Posted by Nightma12 on Wed, 21 Jul 2004 08:22:17 GMT
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what version are you running?

Subject: Brenbot help...I've looked but cannot see
Posted by ME2222 on Wed, 21 Jul 2004 22:02:26 GMT
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Nightma12what version are you running?

BRenBot 1.35 4/21/2004 downloaded at: http://www.brenbot.com/

Subject: Brenbot help...I've looked but cannot see
Posted by Nightma12 on Thu, 22 Jul 2004 20:27:53 GMT
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OS?

Subject: Brenbot help...I've looked but cannot see
Posted by ME2222 on Thu, 22 Jul 2004 23:44:55 GMT
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Nightma12OS?
Windows XP Home

Subject: Brenbot help...I've looked but cannot see
Posted by Nightma12 on Fri, 23 Jul 2004 16:34:28 GMT
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hmmm strange, try redownloading BrenBot

Subject: Brenbot help...I've looked but cannot see
Posted by zunnie on Mon, 26 Jul 2004 02:40:01 GMT
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The UDP Port is probably in use or blocked by a firewall.
Two things:

1) Update your firewall to allow connections on UDP 4849
2) Change the RemoteAdminPort to something else. ie: 4547 or simular.

It maybe a combination of these two so then you have to apply both. See if that works plz

[zunnie]

Subject: Brenbot help...I've looked but cannot see
Posted by ME2222 on Fri, 30 Jul 2004 16:47:22 GMT
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I redownloaded brenbot. I uninstalled and reinstalled FDS and even Renegade.
I tried different ports...4848 4849 4547 5001...changed in both server.ini and brenbot.cfg
I turned off my firewall (the one built in XP) Nothing. I called my ISP and seen if they had any
blocked they said no, and they didn't know why it wouldn't allow.
It still has the same error..
IRC:disconnet detected...reconnecting in 60 sec...
socket: OI::Socket::INET: Bad protocol "udp" at script/brenbot.pl line 1634

Is there anything else I can try? I don't want to give up on it yet!

Subject: Brenbot help...I've looked but cannot see
Posted by DarkDemin on Fri, 30 Jul 2004 18:48:54 GMT
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I have the same exact problem

socket: IO: :Socket: :INET: Bad protocol 'udp' at script/brenbot.pl line 1634

The older versions worked fine now I can't find my old one to reinstall does someone have it.

Subject: Brenbot help...I've looked but cannot see
Posted by ME2222 on Sat, 31 Jul 2004 15:31:08 GMT
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I saw the links zunnie listed and older Brenbot doesn't work any different, still udp error.
I downloaded Active Ports...and it shows when I am running FDS that Local Port 4848 is being
used...and FDS works fine. I just wish I knew more.
I followed the tutorial....but there is probably some dumb minute thing I didn't do or am doing
wrong. I don't know anything about IRC, could the error be something i set up or didn't set up
there? Does it matter if you're logged in or what name when starting brenbot?
Just grasping straws...

Subject: Brenbot help...I've looked but cannot see
Posted by DarkDemin on Sat, 31 Jul 2004 16:01:57 GMT

I frankly don't know what is wrong with it. I still get the same error too.

Subject: Brenbot help...I've looked but cannot see
Posted by zunnie on Sat, 31 Jul 2004 17:55:57 GMT

RemoteAdminPassword = (same as brenbot.cfg RenRemLinuxPassword)

This password HAS TO BE EXACTLY EIGHT letters long! Is it?

[zunnie]

Subject: Brenbot help...I've looked but cannot see
Posted by DarkDemin on Sat, 31 Jul 2004 19:28:21 GMT

YES

Subject: Brenbot help...I've looked but cannot see
Posted by zunnie on Sat, 31 Jul 2004 19:58:54 GMT

Try give the FDS a fixed port:

; 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 = 4774 (or simular)

No clue what it could be :/ Maybe a bug in your Network Cards drivers? :S
_____

Btw, just a suggestion, you can cleanup 75% of the text thats written in server.ini:

Quote:
[Server]

```
Config = Fan2_Game_Config.ini
GameType = WOL
Nickname = aFanMaps2
Password = secret
Serial = 0366833213831637610061
LoginServer = USA Server
Port = 3221
GameSpyGamePort = 3221
GameSpyQueryPort = 25330
BandwidthUp = 5000000
NetUpdateRate = 25
AllowRemoteAdmin = true
RemoteAdminPassword =secret
RemoteAdminIP =
RemoteAdminPort =4852

[Slave1]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =
```

[zunnie]

Subject: Brenbot help...I've looked but cannot see
Posted by DarkDemin on Sat, 31 Jul 2004 21:11:27 GMT
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Do you have 1.30? It worked on my old server.

Subject: Brenbot help...I've looked but cannot see
Posted by zunnie on Sat, 31 Jul 2004 21:52:06 GMT
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No not 1.30 anymore, i lost that one

[zunnie]

Subject: Brenbot help...I've looked but cannot see
Posted by DarkDemin on Sat, 31 Jul 2004 21:57:59 GMT
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Someone has to have it. I know stryder does but he is always busy.

Subject: Brenbot help...I've looked but cannot see
Posted by icedog90 on Mon, 02 Aug 2004 01:49:37 GMT
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Try port 6667.

Subject: Brenbot help...I've looked but cannot see
Posted by Beanyhead on Mon, 02 Aug 2004 23:46:36 GMT
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Use irc.n00bstories.com, not sure if irc.eoeclan.com works or what.

Subject: Brenbot help...I've looked but cannot see
Posted by ME2222 on Wed, 04 Aug 2004 19:39:03 GMT
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Thanks for everyones help. I tried everyones suggestions..still not working
I am still hoping to figure out the problem.

This pic might be useful...this is as far as brenbot gets...

DarkDemin if you get yours working please pm me!