
Subject: A bit of help with masters.brf
Posted by [JB73185](#) on Sat, 31 Jul 2004 03:51:57 GMT
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Hello all.

I am running a renegade server on a linux box. I have successfully set up everything, and all seems to be working good. I put my nickname in the masters.brf like this:

@T2XTremeGamR

(in the tut it said to put an @ in front)...on its own line, no spaces before or after. The problem is that when I enter the server it is not recognizing me as the owner/admin.

(I know when its working properly it announces something like: Host: T2XtremeGamR is owner/admin... something like that, when you enter.)

Maybe there is something ridiculously simple I am missing?

Any help is appreciated.

Thanks

Subject: A bit of help with masters.brf
Posted by [by_ruddles](#) on Sat, 31 Jul 2004 09:27:31 GMT
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No @ symbol in front of the name.

Subject: A bit of help with masters.brf
Posted by [zunnie](#) on Sat, 31 Jul 2004 11:24:40 GMT
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Quote:There are three types of Moderators with BRenBot:

Masters (@ = Server owner or Administrator)

Admins (& = Game Moderator)

TempMods (+ = Temporary Game mods)

SETTING UP MASTERS:

You are gonna add yourself to the Masters.brf -located inside the BRenBot dir-, open this file with Notepad and add

your own Renegade NickName in this file. And maybe some close friends or whatever.

SETTING UP GAME MODERATORS:

Open the file admins.brf and add the renegade nicks from people you want to be moderator on your server.

SETTING UP TEMPORARY GAME MODERATORS:

This one is easy, you can just type !atm Playername [enter] from IRC or ingame to make someone a temporary game moderator. They lose their Mod-powers once they leave the server.

"in the tut it said to put an @ in front"

What tutorial?

[zunnie]

Subject: A bit of help with masters.brf
Posted by [JB73185](#) on Sat, 31 Jul 2004 15:28:37 GMT
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Sorry it was your tutorial, I just got confused and put an @ in front. I took it out and all seems well now.

I just have one more question, when you change something in messages.brf, autoannounce.brf, or masters.brf... do you have to restart Brenbot for the changes to take effect? I think the answer to this is yes, but I just want to be sure.

Again thanks for your help.

Subject: A bit of help with masters.brf
Posted by [by_ruddles](#) on Sat, 31 Jul 2004 16:26:51 GMT
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no.

!rehash is your friend

Subject: A bit of help with masters.brf
Posted by [zunnie](#) on Sat, 31 Jul 2004 18:07:12 GMT
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The messages file doesnt autorotate the stuff thats in it.

Line ONE in this file can be displayed in-game by typing !rules
The other lines after line one can be accessed from irc by typing:

!postmsg <msg no>

Where <msg no> is the LINE number in this messages.brf file.
So, dont use enters unless you want to add another message with a new line-number.

[zunnie]
