
Subject: got BrenBot probs

Posted by [nods fury1](#) on Mon, 09 Aug 2004 14:07:58 GMT

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well i have a mIRC server and renegade FDS the bot succesfully joins the mIRC server but it doesnt respond to over half the commands on mIRC... and it doesnt respond to ANY commands ingame.....?

hope u can help me out with this guys and girls

Subject: got BrenBot probs

Posted by [by_ruddles](#) on Mon, 09 Aug 2004 14:16:36 GMT

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Post your configs. And make sure you are using the admin port and not the game port for brenbot.

Subject: got BrenBot probs

Posted by [nods fury1](#) on Mon, 09 Aug 2004 14:43:41 GMT

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BRenBot-CFG

```
#--Start Configuration-IRC-----
# Edit the information below for your setup.
# At least edit BotName and IrcChannel.
BotName = nodsbot
BotFullName = BlazeRegulator/BRenBot 1.30 Win32
IrcServer = irc.n00bstories.com
IrcPort = 6667
IrcChannel = #nodsbot
#--Q/NickServ-----
# Enable auth via "Q" or "NickServ" below. Sample input is shown.
Qauth = 0
Qusername = RenBot01
Qpassword = mypassword
# Note for Nickserv auth you give the name of nickserv and the full ident string as example
Nickservauth = 1
Nickservname = Nickserv
Nickservauth = identify RenBot01 mypassword
#--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 = 60006000
RenRemLinuxPassword = nodsbtp
#--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 1 minutes the bot will announce a random line from AutoAnnounceFile.
AutoAnnounceInterval = 100
# 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-----

```

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 = aTFKoF1

;
; 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 = 0669

; 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 =European server

; 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 = 0

```
; 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 = false

; 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 =

;

; 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've erased passes and serials incase any1 should try and take it

Subject: got BrenBot probs
Posted by [by_ruddles](#) on Mon, 09 Aug 2004 14:59:40 GMT
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Firstly 60006000 isn't a good port number to use (its still in your brenbot configs. Also change your password as it is till in there too), use someting in the 1000-5000 area.

Also in the server configs allowremoteadmin should be set to true.
