Subject: Brenbot 1.40 not reporting to gsa
Posted by jjkuby on Thu, 02 Dec 2004 21:29:07 GMT
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Ok I got a couple of problems after installing the SS-CP1 win 32 update onto a fresh FDS install i did not install anything else.
#1 brenbot does not seem to be sending the game to GSA
#2 On the map under non of the base defences seem to be working obe/agt turrets but are all destroyable.
#3 No matter what I set the second map to be about 15 minutes into the game, the server restarts itself without any error message.
#4 error in brenbot startup ; server:error 11004 creating socket: unknown error.

Here is my info

```
#--Start Configuration-IRC----------------------------------------------------------------
# Edit the information below for your setup.
# At least edit BotName and IrcChannel.

BotName = br4
BotFullName = BlazeRegulator/BRenBot 1.36 Win32
IrcServer = irc.n00bstories.com
IrcPort = 6667
IrcChannel = #geeclanbrenbot

#---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 br4 ******

#--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 = 5000
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 = 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

Generate_Gamespy_Queries = 1

Generate independant gamespy queries, instead of quering the orginal GSA UDP Query
handler. In WOL Mode, you don't have one.

GameSpyQueryPort = 23500

The query handler listens on this port

Broadcast_Server_To_Gamespy = 1

Broadcast the query handler to gamespy.
If you enable this, YOU NEED TO SET "GameSpyQueryPort=<value>" in server.ini to 0!!!!
BRENBOT WILL BEHAVE BADLY IF YOU DO NOT DO THIS!

Gamelog / Donate Settings

Donate is tied to gamelog, because bhs.dll causes to crash the fds, when a player
tries to donate to a player, which has not loaded the game yet. with gamelog, brenbot
can find out, if a player has loaded the map. you can disable it here.
BEWARE! PEOPLE WILL BE ABLE TO CRASH YOUR SERVER!

Seperate_Donate_From_Gamelog = 1

Delete gamelog files instead of archiving it. Normally, brenbot archives it.

Delete_Gamelog_Files = 1

#--End Configuration-------------------------------

SERVER.INI

[Server]
Config = svrcfg_cnc.ini
GameType = WOL
Nickname = ********
Password = ********
Serial = 06694513*************
LoginServer =
Port = 0
GameSpyGamePort = 4848
GameSpyQueryPort = 0
BandwidthUp = 0
NetUpdateRate = 10
AllowRemoteAdmin = true
RemoteAdminPassword =********
RemoteAdminIP =127.0.0.1
RemoteAdminPort =5000

I am going back to brenbot 1.36RC3 for now, but I would really like to get 1.40 working for all the
new features and asides from the problems I've had so far it seems to use a lot less CPU than
previous versions.
Thanx for anyone who can shade some light on this.

P.S. I have tried a complete server reboot for the socket error and that does not help.

Subject: Brenbot 1.40 not reporting to gsa
Posted by Bl00dAng on Thu, 02 Dec 2004 21:45:53 GMT
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Yes i have the exact same problem as he does. Server restarts on certain maps. This really gets annoying

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Subject: Brenbot 1.40 not reporting to gsa
Posted by mac on Fri, 03 Dec 2004 08:55:26 GMT
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First of all

Replace your scripts.dll - the one included in SS CP1 was wrong, the right one is
http://download.renguard.com/scripts.zip

You need to replace Under, we packaged the wrong, faulty map there.

Replacing scripts.dll will most likley fix that problem

About GSA Listing:

You need to enable these settings:

Generate_Gamespy_Queries = 1
GameSpyQueryPort = 23500
Broadcast_Server_To_Gamespy = 1

Notice that # at the beginning need to be removed.. # means comment!

Subject: Brenbot 1.40 not reporting to gsa
Posted by Bl00dAng on Fri, 03 Dec 2004 21:40:08 GMT
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will the new sciprts.dll fix the fds crashing?

Subject: Brenbot 1.40 not reporting to gsa
Posted by jjkuby on Sat, 04 Dec 2004 12:57:27 GMT
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ok so far changing the under map and the scripts has fixed the defences on under and fixed the game crash. I removed the # before the items listed above. But brenbot still does not report my game to gsa, (but at least now it says that it is, it just isn't). I'm not sure if it is the socket error, or if it has something to do with not having a line with the external IP listed in brenbot.cfg like 1.36RC3 had in it. For now I have disabled the broadcast to gamespy line and just used wolspy in it's place. With these fixs in place my server is running beautifully.