
Subject: Multi Hosting with Multi BrenBot
Posted by [a00ciarob](#) on Thu, 13 Jan 2005 04:29:44 GMT
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Ok, Here is my problem.. I am trying to get 2 separate BrenBots to host 2 diff FDS, the configs are accurate but the only possible port that worked so far is 5017 .. I have tried port numbers 4848, 4849, 5000, 5001, 7000.. None of those worked when I had both servers running except 5017.. It does not seem like the ports are working even when I give them port numbers.. Do you have any clue on a program that would detect what ports the servers are running out of ?? ... Thanks ...

Subject: Multi Hosting with Multi BrenBot
Posted by [Blazer](#) on Thu, 13 Jan 2005 05:51:27 GMT
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You need to specify unique ports for each FDS, and each brenbot needs its own unique config file that specifies those unique ports.

You *should* know what ports your FDS are running on. If not, check your server.ini file

Subject: Multi Hosting with Multi BrenBot
Posted by [a00ciarob](#) on Thu, 13 Jan 2005 06:00:57 GMT
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I do know what ports that i am using ... And they are matched up... But it seems the only port that works when they match are 5017 ... I have played with soo many different configs of ports... Is there somehow to fix it other than using 5017 ?? Thanks

Here is config for non working FDS and BrenBOT

```
#--Start Configuration-IRC-----
```

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

```
BotName = DarkBot  
BotFullName = Rob's Anti-Cheat Bot  
IrcServer = irc.ia-net.net  
IrcPort = 6667  
IrcChannel = #NZ_ISA
```

```
#---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 DarkBot xxxxxxxx
```

```
#--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 = xxxxxxxx
```

```
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 = 4848
```

```
; 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 = 1500000
```

```
; 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 = xxxxxxxx
```

```
; 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 setting
```

Subject: Multi Hosting with Multi BrenBot
Posted by [a00ciarob](#) on Thu, 13 Jan 2005 06:23:28 GMT
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Ok.. Now that I have played around with every possible configuration I have found that it is definately the ports... Is there a way to find out what port the server is running on... Even though I set the Brenbot to the same port as the RenREMport it still did not recognize the commands... So is there now any way to find out what port it runs on ... Again Thanks for all the help... This is soo frustrating sometimes when I does not work.. !!

Subject: Multi Hosting with Multi BrenBot

Posted by [Bonzo](#) on Thu, 13 Jan 2005 15:18:07 GMT

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AllowRemoteAdmin = true

Subject: Multi Hosting with Multi BrenBot

Posted by [a00ciarob](#) on Fri, 14 Jan 2005 02:27:06 GMT

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Bonzo PUre GeniuS !! That is all I need to say... lol .. something oo so simple .. Thanks a HUGE !!

Subject: Multi Hosting with Multi BrenBot

Posted by [zunnie](#) on Fri, 14 Jan 2005 05:54:28 GMT

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lol !b00ner

[zunnie]

Subject: Multi Hosting with Multi BrenBot

Posted by [Creed3020](#) on Fri, 14 Jan 2005 19:42:44 GMT

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wow....the only piece of code that really matters, true...
