
Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [mac](#) on Mon, 24 Jan 2005 14:00:20 GMT

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After long hours of testing, Server Side Core Patch 1 Version 1.3 is finished.

Changelog:

BRenBot 1.41:

Fixed various half renguard issues (spamming, not properly detecting etc)

Fixed cpu lockup/cpu performance issues

Added !rgplayers and !nonrgplayers

Added support for configurable minelimit via scripts.dll 2.0

Added support for donation limitations

Added support for crate messages in gamelog in SSAOW

Added modules !kickmessage and cratemsg, to filter specific gamelog messages

SSAOW 1.3.3:

Ported SSAOW to scripts.dll 2.0

All "under attack" sounds are team specific now

Crates (original code by vloktboky from dragonade, additions and bugfixes by mac & v00d00, see crates.txt for details)

Vehicle Wreckages (original code by vloktboky from dragonade)

RenegadeServer.exe v1.1 (win32 only):

An enhanced version of westwoods exe, created by v00d00. From the help screen

(RenegadeServer -h):

Syntax: RenegadeServer <priority> <affinity>

Priority: 0=IDLE, 1=BELOWNORMAL 2=NORMAL, 3=ABOVENORMAL 4=HIGH, 5=REALTIME

Affinity: 1=CPU0, 2=CPU1, 4=CPU2, 8=CPU3, etc

Can allow multiple CPU's by adding the values.

ie: to allow it use CPU0 or CPU2, affinity would be 5

The command line options are NOT required. It will work fine using your old shortcuts. The new options simply allow for easier tweaking of the process priority and CPU affinity.

Quote:

Crate odds revamp:

Weapon (15% chance)

Free weapons (10% per gun)

minigun (10%)

shotgun (10%)

flamethrower (10%)

grenade launcher (10%)

repair gun (10%)

- remote c4 (10%)
- 1st class weapons (5% per gun)
 - chaingun (5%)
 - rocket launcher (5%)
 - chem sprayer (5%)
 - tiberium rifle (5%)
- 2nd class weapons (3% per gun)
 - sniper rifle (3%)
 - laser chaingun (3%)
 - laser rifle (3%)
 - rocket launcher (gunners) (3%)
 - tiberium flechette gun (3%)
- Hero class weapons (1% per gun)
 - personal ion cannon (1%)
 - railgun (1%)
 - ramjet (1%)
 - volt auto rifle (1%)
 - volt auto rifle (1%)

(De)Money (13% chance)

- 100 credits (40%)
- 250 credits (30%)
- 500 credits (20%)
- 1000 credits (10%)

(De)Points (13% chance)

- 50 points (40%)
- 125 points (30%)
- 250 points (20%)
- 500 points (10%)

Vehicle (10% chance)

- GDI Humvee, Nod Buggy (12.5% each)
- GDI APC, NOD APC, GDI MRLS, Nod Mobile Artillery (10% each)
- GDI Medium Tank, Nod Light Tank (7.5% each)
- Nod Flame Tank, Nod Stealth Tank, GDI Mammoth Tank, Nod Recon Bike (5% each)

Death (6% chance)

TiberiumDeath (6% chance)

Ammo (5% chance)

(De)Armor (5% chance)

- Full Armor (50%)
- DeArmor (50%)

(De)Health (5% chance)

Full Health (50%)

DeHealth (50%)

Character (4% chance)

GDI:

Officer, Rocket Soldier (20% each)

Sydney, Deadeye, Gunner, Patch (10% each)

Havok, Prototype Sydney, Mobius, Hotwire (5% each)

Nod:

Officer, Rocket SOLDier (20% each)

Chem Warrior, Blackhand Sniper, Laser Chaingunner, Stealth Black Hand (10% each)

Sakura, Raveshaw, Mendoza, Technician (5% each)

ButterFingers (3% chance)

Refill (3% chance)

Beacon (2% chance)

Getting a beacon (50%)

Having an air strike called in (50%)

God (3% chance)

Spy (2% chance)

Stealth (3% chance)

Thief (2% chance)

= 100%

Download here:

Windows:

<http://download.blackhand-studios.org/SS-CP1.3.exe>

<http://download.renguard.com/SS-CP1.3.exe>

Linux:

<http://download.blackhand-studios.org/ss-cp1.3.tar.gz>

<http://download.renguard.com/ss-cp1.3.tar.gz>

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [Kalo](#) on Mon, 24 Jan 2005 14:10:28 GMT

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good stuff!

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [Nightma12](#) on Mon, 24 Jan 2005 16:12:08 GMT

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can SSAOW be released seperately to SSCP1?

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [zunnie](#) on Mon, 24 Jan 2005 16:36:27 GMT

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Install SSCP1.3 into a dummy /server

Then copy the files.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [Creed3020](#) on Mon, 24 Jan 2005 20:59:47 GMT

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I will keep it simple.

Thank You!

Your hard work is amazing

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [matty3k10](#) on Mon, 24 Jan 2005 23:31:20 GMT

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I have a question is there anyway to disable vehicle shells because you cant kill your teammate shells.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [mac](#) on Mon, 24 Jan 2005 23:35:20 GMT

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Please take a look at server2.ini, it's all configurable there. Even the crates!

Quote:

- ; This option causes certain vehicles to leave remains when destroyed.
 - ; When a vehicle is destroyed, it will leave behind a destroyed version of the vehicle.
 - ; This destroyed version can be killed for more points, or repaired to bring the tank back to life.
 - ; The vehicles that will leave behind remains are the GDI Humm-vee, Nod Buggy, GDI APC,
 - ; GDI Medium Tank, and Nod Light Tank.
-

EnableVehicleWreckages=1

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [matty3k10](#) on Mon, 24 Jan 2005 23:41:02 GMT

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Thank you

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [Jellybe4n](#) on Tue, 25 Jan 2005 01:57:22 GMT

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yea thnaks mac, good job.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [matty3k10](#) on Tue, 25 Jan 2005 02:01:57 GMT

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-_- now I cant disable the crates.

"EnableCrates=0"

And they still appear, also when you get the beacon crate it says alot of stuff that dosnt make sence.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [Jellybe4n](#) on Tue, 25 Jan 2005 03:40:14 GMT

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Do you have to add it to each map like drop weapons ?

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [Creed3020](#) on Tue, 25 Jan 2005 03:40:35 GMT

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I was wondering where the donate.cfg file is?

When I patched that file did not show up, show if I just make a file named donate.cfg what is code

that has to be in the file?

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [Jellybe4n](#) on Tue, 25 Jan 2005 03:45:02 GMT

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Creed3020l was wondering where the donate.cfg file is?

When I patched that file did not show up, show if I just make a file named donate.cfg what is code that has to be in the file?

It's in the brenbot folder, along with minelimit.cfg.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [zunnie](#) on Tue, 25 Jan 2005 03:48:44 GMT

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<http://www.multiplayerforums.net/index.php?showtopic=694>

Server2.ini reference.

Also includes the vehicle crate spawn locations for a few other FanMade like Gobi, Alpine, Big_Walls, Uphill, Forgotten_Town etc etc

I will update this topic from time to time to include other maps Vehicle Crate delivery locations.

As for the minelimit:
create a file called minelimit.cfg and enter:

```
C&C_Canyon.mix:35
C&C_Cliffs.mix:35
C&C_Big_Walls.mix:35
C&C_Bio.mix:35
C&C_Quick_Draw.mix:40
C&C_SeasideSunset.mix:35
C&C_Forgotten_Town.mix:35
C&C_Islands.mix:35
C&C_Tropics.mix:35
C&C_Land.mix:35
C&C_Mesa.mix:35
C&C_FieldTS.mix:35
C&C_Lunar_Landing.mix:35
C&C_Siege.mix:35
C&C_Conquest_Winter.mix:35
```

C&C_Under.mix:35
C&C_Snow.mix:35
C&C_Fortress2K4.mix:35
C&C_Alpine.mix:30
C&C_Field.mix:35
C&C_Ravine.mix:35
C&C_Uphill.mix:35
C&C_BunkersTS.mix:35
C&C_MutationRedux.mix:35
C&C_Golf_Course.mix:35
C&C_Wasteland.mix:35
C&C_Cairo.mix:35
C&C_Ruins.mix:35
C&C_Tiberium_Temple.mix:35
C&C_Complex.mix:32

Note that the mapnames are CASE sensitive to what the filename in the data dir is. If the map is called c&c_siege.mix then you must enter c&c_siege.mix:35 in minelimit.cfg and NOT C&C_Siege.mix, the config wont work properly for this map then.

Also you can now configure donate.cfg to prevent people from donating before *-seconds have passed:
Create a file called donate.cfg and enter:

C&C_canyon.mix:299
C&C_Cliffs.mix:299
C&C_Big_Walls.mix:299
C&C_Bio.mix:299
C&C_Quick_Draw.mix:299
C&C_SeasideSunset.mix:299
C&C_Forgotten_Town.mix:299
C&C_Islands.mix:299
C&C_Tropics.mix:299
C&C_Land.mix:299
C&C_Mesa.mix:299
C&C_FieldTS.mix:299
C&C_Lunar_Landing.mix:299
C&C_Siege.mix:299
C&C_Conquest_Winter.mix:299
C&C_Under.mix:299
C&C_Snow.mix:299
C&C_Fortress2K4.mix:299
C&C_Alpine.mix:299
C&C_Field.mix:299
C&C_Ravine.mix:299
C&C_Uphill.mix:299
C&C_BunkersTS.mix:299

C&C_MutationRedux.mix:299

Recommended renguard.cfg:

renguard config file

Pure Mode - Disallows any clients with model textures (skins) and alternative weapon models. 1 = enable, 0 = disable.

Pure_Mode = 0

Server Motd ID - your motd id, as assigned on the Server Motd Configuration on renguard.com (numeric)

0 if you do not have a motd.

motd = 0

how to notify non renguard users. available options: msg , page, off, pamsg

page is WOL only. if you disable it, it will only do the kick message.

be sure to put it into your motd then

pamsg is bhs.dll only. it will be automatically used, when bhs.dll is detected

notify = pamsg

new features

nokickmsg = 0

This disables the "xxx was kicked by RenGuard: You need RenGuard to play on this server" message

warnmessage = You need RenGuard to play on this server. Download it from <http://www.renguard.com>

This changes the default warn message.

kicktimer = 4

This changes the default time delay between sending the warning messages before kicking.

halfrenguard = 1

To turn on "Half-RenGuard", set this to 1. This will allow non-RenGuard users to the Server.

halfrenguard_pamsg_norg = Running RenGuard on this Server is recommended. Download it from <http://www.renguard.com>. With RenGuard, you will get unofficial patches ("core patches")

and you can use commands on this server!

halfrenguard_pamsg_nocommands = To use %command on this server, you need RenGuard. Download it from <http://www.renguard.com>. With RenGuard, your Renegade is always kept up to date with the newest patches from Blackhand Studios!

These messages are displayed, when a non-rg user joins, and when a non-rg user attempts to use a !command

halfrenguard_pamsg_norg_interval = 400

The interval for the pamsg that is sent to every non-rg user

halfrenguard_hostmsg_enabled = 1

This enables the public hostmsg. Highly advised

halfrenguard_hostmsg_message = %name is a fatass n00b. %name is NOT running Anti-Cheat: <http://www.RenGuard.com>

This is the msg

halfrenguard_hostmsg_interval = 500

This says how often the message should be repeated, in seconds

halfrenguard_allowed_commands = !rules

These are the allowed commands for no RG users. You shouldn't add !showmods. Cheaters tend to type that. If

none is there, they start cheating

[zunnie]

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [dancer](#) on Tue, 25 Jan 2005 04:02:06 GMT

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ye donate and minelimit are in the brenbot folder, also I cant disable the crate option either and those crates look crazy.

Edit, i just tried adding this to each map

EnableDropWeapons=0

EnableCrates=0

Drop weapons was deactivated but the crates where still on :-/

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [reborn](#) on Tue, 25 Jan 2005 08:01:27 GMT

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yo mac this latest cp is well kewl, we have the latest version running on the DT AOW marathon

server on Euro, its kewl as hell, really nice work.

Also i love the fact that it is so editable to server owner preference, that also kicks ass, we got ours spawning every 20 seconds, its crazy

BTW i also noticed that when getting the beacon crate you get a load garble paged to you, but that is a minor thing really i guess...

would be nice to see this stuff ported to ctf, sniper and so forth

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [zunnie](#) on Tue, 25 Jan 2005 08:53:43 GMT

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Yea that would be cool Will make CrazyCTF even better

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [MrSpeed](#) on Tue, 25 Jan 2005 17:34:04 GMT

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Cant seam to get our server to work with the latest core patch. I try to load and it pops up and then its gone never to be seen again. So I decided to uninstall the server and the patch and reinstall new fds and tried it and it worked and showed up on GSA without the patch. Then I installed the 1.03 and WHAM!!!! it pops up and then it blinks off and shuts down by itself. We are on a new box using Windows server 2003. Its always worked before but will not with this new version.

HELP!!!!

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [mac](#) on Tue, 25 Jan 2005 18:11:17 GMT

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Check size and md5sum of your bhs.dll

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [Creed3020](#) on Tue, 25 Jan 2005 21:47:41 GMT

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dancerCreed3020I was wondering where the donate.cfg file is?

When I patched that file did not show up, show if I just make a file named donate.cfg what is code

that has to be in the file?

It's in the brenbot folder, along with minelimit.cfg.

Thats nice but it isn't there.

I will just make one, Zunnie has shown what it looks like so now I know what the code looks like.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [Alkaline](#) on Tue, 25 Jan 2005 23:09:51 GMT

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zunnie

And also:

http://www.fanmaps.net/downloads/renegade/maps/Quick_Draw.zip

http://www.fanmaps.net/downloads/renegade/screens/maps/quick_draw.png

Download this map, it kicks ass with alot of players

[zunnie]

QuickDraw has lots of porblems zunnie as in map conflicts, I know people that say all the building outdoors are empty and they can shoot through the walls, becace err well their are no walls.

anyway, it goes by so fast no really cares.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [Creed3020](#) on Wed, 26 Jan 2005 04:06:36 GMT

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Okay just want to report some funny bug like things, not like they matter much because otherwise it runs beautifully!

Quote:

<eoesvr01> Host: [BR] Please leave a8472847 come back when you figured out how an terminal works. (3 recommendations)

<eoesvr01> Host: [BR] Please leave a8472847 come back when you figured out how an terminal works. (3 recommendations)

It does that sometimes, but rarely, I stress the rarely.

Quote:

<eoesvr01> Host: [BR] uragoner0 has been recommended by BlazeRegulator: Destroyed Airstrip and Airstrip

<eoesvr01> [Vehicle Purchase]: xwaryx

<eoesvr01> Host: [BR] uragoner0 has been recommended by BlazeRegulator: Destroyed Hand of Nod and Hand of Nod

Kinda the same deal, but didn't happen other than that time.
Picture

Also I notice the harvester's collecting arms are always moving, what sup with that lol, maybe I never noticed from earlier CP but lol.

Picture 1
Picture 2
Picture 3
Picture 4

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [mac](#) on Wed, 26 Jan 2005 09:40:55 GMT
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The repeating issue for the join message stuff is known. Should be easy to fix for the next release.

Dunno about the auto rec issue, I don't consider it a big problem, maybe gamelog was running twice.

scripts 2.0 fixed harvester animations. Any client running bhs.dll can see them. The reason you see the animation continuing is because of scripts.dll 1.9.3 does not now the "stop animation" command. You need to use scripts.dll 2.0.1 on your client for that.

CP2 will have scripts.dll 2.0.1.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [matty3k10](#) on Wed, 26 Jan 2005 18:11:09 GMT
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So is there a bug with disableing the crate because It dosnt disable it when you set it to 0.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [Creed3020](#) on Wed, 26 Jan 2005 22:30:33 GMT
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Okay thanks mac for that update.

No clue why the rec thing did that, but that was the only time I've seen it happen and we've been running this since it was released.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [danpaul88](#) on Fri, 28 Jan 2005 21:17:50 GMT
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um...question....how come the installer wont work

i get this (note install button is not available)

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [FMhalo](#) on Sat, 29 Jan 2005 04:19:14 GMT
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Maybe because you did not install the renegade fds server.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [danpaul88](#) on Sat, 29 Jan 2005 11:47:57 GMT
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my renegade fds has been installed for over a year :rolleyes:

so...any other suggestions?

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [zunnie](#) on Sat, 29 Jan 2005 14:12:16 GMT
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If your server is ACTUALLY and also PROPERLY installed on that location,
there is no reason for it to not be able to install.

I suggest you do a reinstall for the FDS and then retry.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [danpaul88](#) on Sat, 29 Jan 2005 21:16:07 GMT
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well it should be properly installed since it has been runnin fine, but i will give try a reinstall.

EDIT: well, I reinstalled and it worked, so dunno what was wrong

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [zunnie](#) on Tue, 01 Feb 2005 15:11:59 GMT

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<http://www.multiplayerforums.net/index.php?showtopic=894>

AFTER you install the SSCP1.3 download this file and extract it to your RenegadeFDS/Server/Data directory.

This will fix the following issues:

- GDI not being able to kill "GDI Wreckages"
 - Nod not being able to kill "Nod Wreckages"
 - Wreckages will no longer be attacked by base defenses.
 - You will no longer get or lose points for repairing wreckages.
-

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [ingram091](#) on Wed, 02 Feb 2005 12:25:57 GMT

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One thing that was a little upsetting was that we HAD to use brenbot with this patch. we use BR.net 1.5 and its a custom Compiled build. This build worked 100% with Voltkybokys ssaow 1.3.1. however since you guys took it over from the open source you have changed it to only work with your bot... Not a cool thing... Voltkys original worked with all bots... without discrimination...

Now All I get is crashes when I applied the SSCP1.3 on our testbed server. It works for a while (not even 1 map really) then I get a No IP detected error after it forces itself to reboot. Every thing worked 100% untill I install SSCP1.3. I have adjusted the server2.ini log to point to the right location and the ONLY thing i can think of is that the new dlls and the new EXE 1.1 were coded to lockout the BR.net 1.5 Bot from the server (ie protected DDE). We use this version for a multitude of reasons, not the least of which is better performance via IRC. And more customizable server side commands... Without needing to recompile each and every time we add a command.

I'm sorry but I felt it was important to alert server owners NOT to install the full SSCP1.3 if they run the BR.net 1.5 bot currently. it plain and simple does not work with it... use the BHS.dll and use the SSAOW 1.3.1 build from Voltkys source code. you will still have to debug for new maps and there is no crate drops, but at least the script WORKS this way with out crashing your server...

I am willing and longing to test again once this problem is addressed.

Thank you.

=HT=Ingram Member, Moderator, Beta tester, IRCops HazTeam...

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [mac](#) on Wed, 02 Feb 2005 20:06:30 GMT

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There is no lockout code in place in SSCP1 1.3, and you are not required to use brenbot. If it crashes for you, maybe you got the configuration messed up. Check the server2.ini and take a look at the comments.

The source code for SSAOW is provided within.

So, do your research better next time. I'm tired of hearing accusations. This was not tested with BR.net and thus I don't know if it works, or not.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [zunnie](#) on Thu, 03 Feb 2005 01:36:13 GMT

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Its amazing what you can do with a simple mIRC script for creating custom commands on the server(s).

Also note that Vloktboky gave out the source code to people who can actually do something with it under the GNU license which basically means that the source code is available to the changes made.

It does no where mention that the code used within the mod should be compatible with other software which is was not created to work with.

The best solution is to run BRenBot. Plain and simple, this is what the code is optimized for and works 100%

BR.net works better on irc? Never heard that one before. BR.net's irc things are pretty much inferior to brenbots output and input handling from IRC.

The things you talk about here actually are GAMELOG specific things. Such as the irc kills, building logging, character logging, vehicle logging, etc.

This was designed to work with BRenbot not with BR.net because BR.net is a completely different bot and made by different people.

If you want support for gamelog specific functions you are on the wrong address here. You should visit on <http://www.BlazeRegulator.com> instead and request there if they intend to make BR.net compatible with it.

Why would the maker of a completely different thing make it compatible with software that is not even actively supported by the original authors?

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [ingram091](#) on Thu, 03 Feb 2005 05:24:54 GMT

I'm not meaning to offend Mac, but I have run this before , I'm not just a n00b off the street, though to you, I suppose I am. We have never had a problem till this release, it works fine as long as I use brenbot, but if I try to run br.net it does not. Thats all, I repeat, ALL I was trying to inform anyone... just so they know. that a change will be required if they want to go to this version. I REALLY dont think that is unreasonable to be said.

As to IRC response I am meaning the timing between issuing commands and the time it takes to get to the game server. NO LAG time... now I admit the new version of brenbot does get better response then it ever did before. Also The BR.net version makes use of Bot Oper status in IRC, and this prevents spam systems in different IRC servers from kicking them out of irc. a common occurrence with these kinds of bots.

Lastly the addition of your OWN commands in game without having to recompile every time you add one is a HUGE benefit for using br.net 1.5. I'm not talking about irc DDE scripts, I'm talking while in the game itself commands. Stuff that has nothing to do with IRC at all...

I am not saying that it was done by anyone At BHS necessarily on purpose, but it has been known to happen without thought of other vender's universal concepts... I was simply trying to make it known there is a problem at this time. The same way you have admitted that there are incompatibilities with ssrg and br.net 1.5 in the past. however you have produced a good substitute that does work on that platform now.

I personally would like to see a WOL that is totally RG protected with its own lobby and everything. thus you are assured Every game server in that lobby is cheat free. This would mean eventually patching the game.exe itself so there is no client persay, but just so it is RGED and fully protected all the time. thus locking all non rg users out of these lobbies forever. they would have their own lobby (the original one to infect with their presence) this was done with Renalert and reborn. They had their own lobbies, so it should be a easy thing for RG to have one of their own someday if they want it.

OK that being said. I will correctly refrain from posting anymore. I do not in any way want to offend you on your own board, nor am I trying to start anything. If you want me to purge these posts I will do so and I will issue a personal ban on my ever coming back to ask a question. In the past Crimson has been very nice in helping me with my research and in implementing RG on clan systems. she has answered questions freely and there has never been any problem as far as I know. Now I feel like even asking a question or even simply asking about a problem is nothing but a nuisance to you, so I will gladly quit doing so.

thank you for your time.

=HT=Ingram.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [Blazer](#) on Thu, 03 Feb 2005 07:51:52 GMT
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ingram091Also The BR.net version makes use of Bot Oper status in IRC, and this prevents spam systems in different IRC servers from kicking them out of irc. a common occurrence with these kinds of bots.

Not everyone has their own IRCD and/or ability to have their bots be granted IRCOP status, so having an option for brenbot to send data at a faster rate when it had that status was not implemented, nor was a feature to increase the speed of the the output to IRC, or else it would surely cause problems as many people would set it too low and flood the bot off of whatever irc network they had it on.

You have done nothing wrong by asking questions or expressing opinions. Please feel free to continue to visit and post as you wish.

P.S. Future versions of brenbot most probably will have a feature to add your own commands, it just hasn't been a high priority, especially with people telling me they want to have commands like !blowjob and the like

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [xptek](#) on Thu, 03 Feb 2005 22:53:20 GMT
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Any status on the whole "WOL on Linux" thing?

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [zunnie](#) on Thu, 03 Feb 2005 23:00:53 GMT
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From what i hear from some people doing that will 'kill' the WOL Ladder entirely.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [xptek](#) on Fri, 04 Feb 2005 00:54:23 GMT
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The WOL ladder is already dead for the most part.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [forcee](#) on Sat, 05 Feb 2005 21:08:01 GMT
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Hi,

i have a problem with the priority for the new server.exe !!!

I want to use the priority 4 and 5 (High and REALTIME), but it dosent works.

The other ones 1 to 3 works, but when i take the 4 or 5 he show me thats this is a invalid priotity ???

what can i do

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [EA-DamageEverything](#) on Wed, 09 Feb 2005 04:58:40 GMT

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@Zunnie

Nice post @Fanmaps forum, though it looks like you have done it with C+P and only marked the different entries with color

BTT, you wrote that the AFK kick (serversided) has 2 be turned off in your Reference File...WHY? It works fine as it should be and is preventing from Campers.

AFK Autowarning and AFKkick should be turned on on every Server, I experienced it by myself on....don't remember which it was, but 1 of the following Servers in WOL US= Stormhosting 1 (Marathon), XPhaze marathon or Black-Cell.net Marathon....Map was islands, I was havoc and camped on the Platform above the tunnel entrances. I didnt move, just shoot enemies in the middle field out there and after a bit I was paged that I should move away from this Point otherwise I would be kicked. I didnt shot into NODs base, so it must be the AFK function and it worked fine.

Like you wrote in your Post, B2B is always on, set AFKkick enabled -it keeps players in motion!

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [zunnie](#) on Thu, 10 Feb 2005 00:49:35 GMT

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Hmm.. i had some weird bugs with the AFK kick thing. It kicked people who were not actually AFK :/ and also when the server has just 1 player in it, it will kick the player after a while :S

So, based on this -in my view- its better to disable it

Ill edit the post about AFK thing and explain why i think it should be disabled

For the server2.ini:

I made the new maps i added for the vehicle crates to work properly a different color so you can easily 'copy & paste' them into your own server2.ini if you decide to not use the entire setup

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [nopic](#) on Thu, 10 Feb 2005 01:15:13 GMT
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i need donate.cfg please

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [mac](#) on Thu, 10 Feb 2005 07:55:20 GMT
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The format is:
<mapname>:<time>

ie
C&C_Field.mix:60

In the first 60 seconds of Field, donations are not possible.

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [__PISTOL_](#) on Wed, 23 Feb 2005 00:08:18 GMT
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The link that you posted zunnie is dead:\ Can you post an active link?

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [zunnie](#) on Wed, 23 Feb 2005 00:32:25 GMT
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Sry, updated
<http://www.multiplayerforums.net/index.php?showtopic=894>
<http://www.multiplayerforums.net/index.php?showtopic=694>

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)
Posted by [EA-DamageEverything](#) on Thu, 24 Feb 2005 20:01:42 GMT
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@Zunnie

Right, there is 1 annoying thing in the AFK kick: If a player joins and is alone on the Server, AFKkick kicks him after the time which is set in the server2.ini. Players can't wait till others join because they would be kicked and must re-join.

I adjusted it to 0 again :rolleyes:

I noticed a bug while playing on Islands few minutes before: I got a vehicle crate (Hummer) and was spawned outside the map in the ocean. Because of this, I was auto-killed and respawned. The TransportHeli drops the Hummer over the ocean -so the coordinates need to be fixed. Additionally I must say, I saw this on Hourglass too, a Buggy was dropped outside the map behind the mountains right side.

BTW Zunnie: The link forwarding to your server2.ini reference is dead. Can you post a correct one? And finally this: On the FM Server FANMAPS (FM2?), I can play alone if nobody is present but on my own Testserver it won't work. What must be set up that it works?

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [zunnie](#) on Thu, 24 Feb 2005 23:52:48 GMT

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That's a change v00d00 made for us. Not sure what he did, it's not public

HM.. i thought i updated all links over the forum :S

Working link to server2.ini stuff:

<http://www.multiplayerforums.net/index.php?showtopic=694>

I'll hunt the topics on forum and change links so they match again sry

Subject: Server Side Core Patch 1.3 Released (including BRenBot 1.41)

Posted by [__PISTOL__](#) on Tue, 15 Mar 2005 03:59:23 GMT

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the zip in the fixed reconstructable vehicles link you just posted has nothing in it:\
