
Subject: Server error when brenbot loads up
Posted by [MrSpeed](#) on Sat, 12 Mar 2005 20:22:07 GMT
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We have our servers Toaster 1 and 2 on westwood and would like to keep them there but are having a problems with it showing up on GameSpy. As most of you know our clan is based on Gamespy so we prefer to have them listed in the Gamspy lobby but enjoy playing with WOLers too. We are getting an error in the brenbot as it loads up.

```
BrenBot 1.42 MSWin32
Got server list...
Could not open donate.cfg - Not setting donate limits!
"server: error 11004 creating socket " Unknown error"
IRC Initialization...joining irc.fanmaps.net"6667
Setting up protected nickname thread....Could not open donate.cfg - Not setting donate limits!
```

Can anyone help???

Subject: Server error when brenbot loads up
Posted by [Creed3020](#) on Sat, 12 Mar 2005 23:42:09 GMT
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Yes, just setup and name a file: donate.cfg using notepad

The reason is the installation does not include one, you need to do it yourself.

The contents of the file should be something like this:

```
Quote:C&C_Canyon.mix:45
C&C_Islands.mix:45
C&C_Mesa.mix:45
C&C_Siege.mix:45
C&C_Under.mix:45
C&C_Field.mix:45
C&C_City_Flying.mix:45
C&C_Walls_Flying.mix:45
C&C_Volcano.mix:45
C&C_Hourglass.mix:45
C&C_Mesa.mix:45
C&C_Walls.mix:45
C&C_City.mix:45
C&C_Complex.mix:45
C&C_Gobi.mix:45
```

The number after the map is the time in seconds that players have to wait before they can donate.

Hope this helps

Subject: Server error when brenbot loads up
Posted by [KingDale](#) on Sun, 13 Mar 2005 01:56:42 GMT
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I think Speed was talking about this line in his message

"server: error 11004 creating socket " Unknown error"

Our server will not show up on GameSpy when loaded in Westwood Online with the new bren bot running.

We want both servers on Westwood and GSA. Right now our 16 person is on Gamespy and our 24 player renegade server is on WOL.

Subject: Server error when brenbot loads up
Posted by [Dethdeath](#) on Sun, 13 Mar 2005 11:54:57 GMT
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If you can't get your server to show up on GSA using the latest brenbot, try using WOLSpy instead.

I have yet to see a good way to fix the socket error.
