
Subject: BRenbot And WOLSpy Conflict
Posted by [trooprm02](#) on Thu, 27 Apr 2006 00:06:28 GMT
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Hey guys,
I just wanted to find out something..

with the fds, in server.ini, I remember I read somewhere I need to leave my remote admin IP as 127.0.0.1 , and the fds alone has had no problems...

But now with WOLSpy, it detects my real IP and says it doesn't match my remote IP in server.ini, and doesn't load up

What should I do?

Thanks,
Trooprm02

Subject: Re: BRenbot And WOLSpy Conflict
Posted by [WarZman](#) on Thu, 27 Apr 2006 05:47:12 GMT
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if it say it doesn't match you have type in 2 difrent IP adressess just load the configuration of WOLSpy again and fill all manual in, then it have to work correctly

Subject: Re: BRenbot And WOLSpy Conflict
Posted by [trooprm02](#) on Tue, 02 May 2006 02:24:49 GMT
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Ok what I need to know:

- 1)what port should remote admin use in server.ini?
- 2)what IP should I have for remote admin in server.ini? (home or real)?

Im also using BrenBot which uses remote admin, so what IP and port should I have in the BrenBot config?

Does WOLSpy even work with BrenBot? because my friends server works with WOLSpy, but he uses NR...

Thanks guys

Subject: Re: BRenbot And WOLSpy Conflict

Posted by [trooprm02](#) on Tue, 02 May 2006 12:01:35 GMT

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trooprm02 wrote on Mon, 01 May 2006 21:24Ok what I need to know:

- 1)what port should remote admin use in server.ini?
- 2)what IP should I have for remote admin in server.ini? (home or real)?

Im also using BrenBot which uses remote admin, so what IP and port should I have in the BrenBot config?

Does WOLSpy even work with BrenBot? because my friends server works with WOLSpy, but he uses NR...

Thanks guys

Help

Subject: Re: BRenbot And WOLSpy Conflict

Posted by [trooprm02](#) on Tue, 02 May 2006 22:38:17 GMT

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No one has any idea's

Subject: Re: BRenbot And WOLSpy Conflict

Posted by [danpaul88](#) on Wed, 03 May 2006 22:17:06 GMT

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as far as I know brenbot 1.41 has a built in wolspy function, you dont need to run the extra program...

need to do some fiddling with the settings in brenbot, not sure which ones but I am sure its in there somewhere, send packhunter a PM and he might be able to point you in the right direction

Subject: Re: BRenbot And WOLSpy Conflict

Posted by [trooprm02](#) on Wed, 03 May 2006 23:29:55 GMT

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Thanks, Ill send the PM and try 1.41

only problem with 1.41 (why I didn;t get it) is because some features don't work like alot of fds logging and donate..

Subject: Re: BRenbot And WOLSpy Conflict
Posted by [Atomicway](#) on Fri, 05 May 2006 19:36:11 GMT
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If your taqlking about my server Troop i now use BR NR just didn't work as it should have the rules wouldn't work... so now i use BR

Subject: Re: BRenbot And WOLSpy Conflict
Posted by [dudley](#) on Fri, 12 May 2006 12:24:11 GMT
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although brenbot has a built in function i would recommend to use wolspy
the BR forwarding to gsa is way outdated and doesnt really work

about your config..

RemoteAdminIP = (leave it blank, you can set it to 127.0.0.1 of course if you want)

RemoteAdminPort = 12234 (something with 5 digits)

RemoteAdminPass = 12345678 (8 digits!)

make sure u have the same in brenbot.cfg when you change it!

now run wolspy setup

it should detect your server.ini content without any problem. the warning about the ip in wolspy
can be ignored. it will run anyway

Subject: Re: BRenbot And WOLSpy Conflict
Posted by [trooprm02](#) on Wed, 07 Jun 2006 20:00:02 GMT
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Thanks!

Subject: Re: BRenbot And WOLSpy Conflict
Posted by [Carrierll](#) on Thu, 22 Jun 2006 12:41:11 GMT
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OH!

nowhere was it stated that the remote admin pass must be 8 characters long.
No wonder my server hates me.

Subject: Re: BRenbot And WOLSpy Conflict
Posted by [trooprm02](#) on Thu, 22 Jun 2006 19:23:50 GMT

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CarrierII wrote on Thu, 22 June 2006 07:41OH!
nowhere was it stated that the remote admin pass must be 8 characters long.
No wonder my server hates me.

It says so on any Readme, F.A.Q, and on RenegadeWiki.com

Subject: Re: BRenbot And WOLSpy Conflict
Posted by [CarrierII](#) on Fri, 23 Jun 2006 10:57:18 GMT
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It doesn't.
Anyways.
