Subject: Help With BrenBot
Posted by webresearcher on Mon, 13 Nov 2006 01:38:08 GMT
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Hello. I am trying to install BrenBot on my FDS. I have gotten my FDS up and running perfectly. However, I can not seem to get my BrenBot to work. Are there any tutorials avaliable to show me how to setup BrenBot in simple terms? The Tutorial on brenbot.com does not work (like is broken).

Subject: Re: Help With BrenBot
Posted by Goztow on Mon, 13 Nov 2006 07:30:30 GMT
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http://www.thekoss2.org/article.php?menu=game_info&cat=[REN]Brenbot

Subject: Re: Help With BrenBot
Posted by webresearcher on Mon, 13 Nov 2006 20:38:05 GMT
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How do I format the autoannounce file in BrenBot to get my bot to actually say things?

Subject: Re: Help With BrenBot
Posted by CarrierII on Mon, 13 Nov 2006 20:53:29 GMT
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Just type it...

This is a line in your autoannounce.brf file.
Each line (make a new one by pressing enter) is a seperate one and is chosen at random to be displayed.
The file will open with notepad.exe.
CarrierII rocks at this.
If you want a message to appear more often than any others, type it out several times, remember to keep each one on a seperate line.
CarrierII rocks at this.

Subject: Re: Help With BrenBot
Posted by danpaul88 on Mon, 13 Nov 2006 22:57:48 GMT
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funny, I don't remember anything about carrierII rocking in the default autoannounce.brf file...

Subject: Re: Help With BrenBot
Posted by webresearcher on Tue, 14 Nov 2006 20:28:48 GMT
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Thanks for all of your help guys! However I have 1 more question. How do I enable more than one MOD to be running on my server at the same time? Is there a MOD to make it so that players on my server can not base kill?

Subject: Re: Help With BrenBot
Posted by Goztow on Wed, 15 Nov 2006 09:00:27 GMT
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Look in ssaow.ini (or server2.ini if you use the ssaow-version that comes with the current brenbot). You can choose between aow, sniper, 500 sniper.

Subject: Re: Help With BrenBot
Posted by webresearcher on Wed, 15 Nov 2006 20:57:25 GMT
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I need something for RPG though. Is there a mod for RPG? I would like something that makes the dase indestructable but auto destroys the base defences at the begining of the game. There is also a really neat mod I have been looking for that when a user types in !shack a little house appears.

Subject: Re: Help With BrenBot
Posted by Goztow on Wed, 15 Nov 2006 23:09:21 GMT
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There's one RPG map out there, just put the map in I'd guess. 'Roleplay' is its name, I think.

Subject: Re: Help With BrenBot
Posted by webresearcher on Wed, 15 Nov 2006 23:21:20 GMT
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Yes - but I am looking for MOD's at this time...

Can you name the 3 biggest renegade MOD download sites?