
Subject: BRenBot 1.50 released
Posted by [danpaul88](#) on Wed, 24 Jan 2007 20:14:31 GMT
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I am happy to announce that after a long development cycle the newest version of BRenBot is going public.

The list of changes is much too long to post here, so instead I will post a summary of the most important / interesting changes. If you want to view the full changelog the readme is available here.

Revamped commands system allows server owners to setup permissions for each command individually.

New plugin system allows new functionality to be added quickly and easily

Support for SSAOW 1.5

Fixes to the GSA broadcasting system (WOLSpy clone)

Revamped authorization system is now easier to use than ever before

Improved voting system, and the addition of the !vote gameover vote type

I would also like to take this opportunity to thank all of the official BRenBot 1.43 beta testers for their hard work finding and reporting bugs / faults in BRenBot during it's development, and suggesting new features or changes to existing features. Without their efforts 1.50 would not be anywhere near as good as it is now.

Anyway, enough of my rambling on, here's what you really want, download links. I decided to offer BRenBot 1.50 in two flavors, full and mini. The full version includes Server Side Core Patch 2, your choice of either Scripts.dll 2.9.2, SSAOW 1.5 or SSCTF, a few useful plugins to get you started, and an SQLite Database Browser. The mini version includes everything in the full version except SSCP2 and the SSCTF scripts option.

Ensure that the installer is correctly pointing to your RenegadeFDS/Server folder before installing.

Full Installer (82mb)

Mini Installer (7.5mb)

Linux version is not yet available, but will be posted within a few days, please be patient

Subject: Re: BRenBot 1.50 released
Posted by [Goztow](#) on Wed, 24 Jan 2007 20:30:08 GMT
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Great job done by Packhunter and Danpaul! They earn a big applause on this one!

Subject: Re: BRenBot 1.50 released
Posted by [Caveman](#) on Wed, 24 Jan 2007 21:22:45 GMT
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Yes excellent work. Happy to be one of the beta testers. Both Pack and Dan have taken Bren-Bot to another level. It now competes against all the other leading bots.

Nice work.

Subject: Re: BRenBot 1.50 released
Posted by [RedOne](#) on Wed, 24 Jan 2007 23:25:02 GMT
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Very nice work.

I am downloading now and will install it asap.

Thx a lot for this new version

Keep up the good work

Also thanks in name of al SWAT-members

Greetings

SWATred

Co-leader SWAT

<http://www.swat-gaming.net>

Subject: Re: BRenBot 1.50 released
Posted by [RedOne](#) on Thu, 25 Jan 2007 22:21:02 GMT
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Hi

I have some comments about this version of brenbot.

First of all. Very cool! I tested it for a day now and it works perfect.

BUT and maybe its an little change on my side but can also maybe be an idea for the next version. Is it possible that the Yellow name of the person in GDI in IRC gets another color. Mayby

dark yellow or a different background. On a white background of IRC its difficult to read.

Maybe I can set my background color of IRC another color. Can be done but i prefer white for example.

Its a very small thing so its not very important but I asked myself this. And I dont want to sound like a bitch but its just a question.

Greetings

SWATred

Subject: Re: BRenBot 1.50 released
Posted by [danpaul88](#) on Thu, 25 Jan 2007 22:24:58 GMT
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Unfortunately the IRC specification only supports 16 colour codes, so BRenBot has to use the yellow that is available in there. If your using mIRC simply click on the colours tab at the top (looks like three crayons), RIGHT click on the yellow colour at the bottom, choose 'Define Custom Colors' and then move the slider on the far right down a bit to make the yellow colour a bit darker

Subject: Re: BRenBot 1.50 released
Posted by [RedOne](#) on Fri, 26 Jan 2007 14:05:26 GMT
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danpaul88 wrote on Thu, 25 January 2007 16:24Unfortunately the IRC specification only supports 16 colour codes, so BRenBot has to use the yellow that is available in there. If your using mIRC simply click on the colours tab at the top (looks like three crayons), RIGHT click on the yellow colour at the bottom, choose 'Define Custom Colors' and then move the slider on the far right down a bit to make the yellow colour a bit darker

Hi Danpaul,

Thx for explaining why it cant be done in Brenbot.

I shall change it in MIRC

Greetings Red

Subject: Re: BRenBot 1.50 released
Posted by [HaOsLsE](#) on Sun, 28 Jan 2007 16:34:48 GMT
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Nice? ty guys. Been waiting for this

I am posting on my forums...Link here is slow only comin down around 100-150KB from my servers. So I'll put them on my forums for at least 3 to 4 x that speed.

But thanks. Keep up the great work.

P.S.

Just tested download...from another server I host. Comes down to my other server over 10x faster than d/l here. I would post link but pretty sure it's against rules. It's on our forums.

Subject: Re: BRenBot 1.50 released

Posted by [danpaul88](#) on Sun, 28 Jan 2007 17:26:29 GMT

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I don't mind if you want to mirror it...

IMPORTANT

Apparently renguard.cfg was missing out of the installer, I am uploading new installers, but for those of you without this file you can get it from here.

Subject: Re: BRenBot 1.50 released

Posted by [HaOsLsE](#) on Mon, 29 Jan 2007 03:26:25 GMT

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yeah i noticed after installing earlier. Thanks for the file now though. when New file comes up, I'll post the "Mirror" here.

Subject: Re: BRenBot 1.50 released

Posted by [Creed3020](#) on Tue, 30 Jan 2007 14:24:46 GMT

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Has a new installer been released yet?

Subject: Re: BRenBot 1.50 released

Posted by [danpaul88](#) on Tue, 30 Jan 2007 14:43:53 GMT

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Yes, it had finished uploading about 20 minutes after I posted about it...

Subject: Re: BRenBot 1.50 released
Posted by [Ryu](#) on Tue, 30 Jan 2007 16:40:46 GMT
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[Http://distortiagaming.com/files/br_1-50_install.exe](http://distortiagaming.com/files/br_1-50_install.exe)

Another mirror.
