
Subject: Win32 BRenBot 1.50 released

Posted by [danpaul88](#) on Wed, 24 Jan 2007 20:18:19 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)

Subject: Re: Win32 BRenBot 1.50 released

Posted by [Dave Anderson](#) on Wed, 24 Jan 2007 20:28:51 GMT

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Nice work.

Subject: Re: Win32 BRenBot 1.50 released
Posted by [Ryu](#) on Wed, 24 Jan 2007 20:58:30 GMT
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Might give this version a try. Good job.

Subject: Re: Win32 BRenBot 1.50 released
Posted by [AmunRa](#) on Wed, 24 Jan 2007 21:44:56 GMT
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yay!

Subject: Re: Win32 BRenBot 1.50 released
Posted by [FeaR](#) on Wed, 24 Jan 2007 22:37:33 GMT
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Nice work dan

Subject: Re: Win32 BRenBot 1.50 released
Posted by [R2Rynis](#) on Thu, 25 Jan 2007 01:56:39 GMT
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Sweet

Thanks Dan

Subject: Re: Win32 BRenBot 1.50 released
Posted by [ExEric3](#) on Thu, 25 Jan 2007 12:49:45 GMT
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Nice work.

What exactly contents full installer???

Is here patched server.dat with start button fix next is here ported last bhs.dll.

Thx.

Subject: Re: Win32 BRenBot 1.50 released
Posted by [danpaul88](#) on Thu, 25 Jan 2007 13:08:42 GMT

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The full installer contains everything in the mini installer, and also has Server Side Core Patch 2 (with original snow, as gozy said cp2 snow was bugged), and the optional addition of the SSCTF scripts in place of ssaow 1.5 or scripts.dll 2.9.2

Subject: Re: Win32 BRenBot 1.50 released
Posted by [zunnie](#) on Thu, 25 Jan 2007 15:39:32 GMT
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What was wrong with cp2 snow? Could it not be fixed before inclusion?

Subject: Re: Win32 BRenBot 1.50 released
Posted by [danpaul88](#) on Thu, 25 Jan 2007 16:00:10 GMT
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According to goztow cp2 snow had some missing PT's and the nod vehicles didn't move off the strip, so the next vehicle to come down tended to kill them.

Subject: Re: Win32 BRenBot 1.50 released
Posted by [Goztow](#) on Thu, 25 Jan 2007 16:47:14 GMT
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danpaul88 wrote on Thu, 25 January 2007 17:00According to goztow cp2 snow had some missing PT's and the nod vehicles didn't move off the strip, so the next vehicle to come down tended to kill them.

I 2nd that

Subject: Re: Win32 BRenBot 1.50 released
Posted by [danpaul88](#) on Sun, 28 Jan 2007 17:30:45 GMT
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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 the attachment on this post

File Attachments

1) [renguard.cfg](#), downloaded 328 times

Subject: Re: Win32 BRenBot 1.50 released
Posted by [raven](#) on Sun, 28 Jan 2007 22:09:13 GMT
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Thanks Dan..I was just about to post about this

Subject: Re: Win32 BRenBot 1.50 released
Posted by [Zeiss](#) on Mon, 05 Feb 2007 12:24:21 GMT
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Hello, to the new would have I offered still the suggestion to make that he switcht directly in the team peak the users in a NOD and/or a GDI Channel

MfG, Zeiss

Subject: Re: Win32 BRenBot 1.50 released
Posted by [AmunRa](#) on Mon, 05 Feb 2007 18:56:55 GMT
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Zeiss wrote on Mon, 05 February 2007 07:24Hello, to the new would have I offered still the suggestion to make that he switcht directly in the team peak the users in a NOD and/or a GDI Channel

MfG, Zeiss

that was a separate program written by blazer. afaik, n00bstories is the only one that uses it.
