
Subject: BRenBot 1.50 for Linux released
Posted by [danpaul88](#) on Sat, 27 Jan 2007 12:46:25 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. The Linux version of BRenBot comes in a simple zip file containing everything you need to run BRenBot, but nothing else.

Download (3.7mb)

Subject: Re: BRenBot 1.50 for Linux released
Posted by [Polleke](#) on Sun, 11 Feb 2007 23:52:32 GMT
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For me "!kick 1 foo" is not working. It will not send any command to the FDS, it does show a message in IRC and a Host: message. When sending the same command using telnet it does arrive.

Looking at the source I see nothign wrong. The only thing I can come up with is that \$id does not contain the id.

Here (sub kick from commands.pm):
modules::RenRemCMD("kick \$id");

Subject: Re: BRenBot 1.50 for Linux released
Posted by [danpaul88](#) on Mon, 12 Feb 2007 21:45:59 GMT
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It could be that your remote admin settings are wrong. Ensure server.ini has AllowRemoteAdmin = true, and that the RenRenLinux settings in brenbot.cfg match those in server.ini (RemoteAdmin settings)

EDIT: Does kicking by name work?

Subject: Re: BRenBot 1.50 for Linux released
Posted by [Polleke](#) on Mon, 12 Feb 2007 22:58:19 GMT
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Found it!

I was using Blazers XWISP wrapper. His wrapper was disconnecting (intentionally) every Renrem telnet session after just one command. Reading through his comments it seems this was the original behaviour of brenbot aswell (disconnect after every command).

But with the current brenbot multiple commands are sent through the same telnet session causing more than one message to be lost. This is for example the case with !kick. Where you first get a msg command and then a kick command. The kick command would be lost because the XWISP wrapper had disconnected by then.

So the fix is to comment out the following lines in sub macrem_input. (Thats line 307 of my modified xwisp.pl)

```
$_[KERNEL]->yield("shutdown"); # Then disconnect the remote admin  
delete $users->{$session_id}; # Cleanup session vars;
```

Sorry for blaming brenbot for doing this

Subject: Re: BRenBot 1.50 for Linux released
Posted by [silentevil](#) on Thu, 21 Jun 2007 21:08:50 GMT
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```
p126:/home/gameserver/Renegade/Server/bb150l # Can't load  
'/tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/31195455.so' for module  
XML::Parser::Expat: libexpat.so.0: cannot open shared object file: No such file or directory at  
/usr/lib/perl5/5.8.0/i386-linux-thread-multi/DynaLoader.pm line 229.  
> at /usr/lib/perl5/site_perl/5.8.0/PAR/Heavy.pm line 107  
> Compilation failed in require at XML/Parser.pm line 15.  
> BEGIN failed--compilation aborted at XML/Parser.pm line 19.  
> Compilation failed in require at commands.pm line 9.  
> BEGIN failed--compilation aborted at commands.pm line 9.  
> Compilation failed in require at renlog.pm line 11.
```

> BEGIN failed--compilation aborted at renlog.pm line 11.
> Compilation failed in require at bhs.pm line 9.
> BEGIN failed--compilation aborted at bhs.pm line 9.
> Compilation failed in require at renguard.pm line 14.
> BEGIN failed--compilation aborted at renguard.pm line 14.
> Compilation failed in require at modules.pm line 16.
> BEGIN failed--compilation aborted at modules.pm line 16.
> Compilation failed in require at script/brenbot.pl line 42.
> BEGIN failed--compilation aborted at script/brenbot.pl line 42.

please help

Thanks

Subject: Re: BRenBot 1.50 for Linux released
Posted by [danpaul88](#) on Sat, 23 Jun 2007 11:31:08 GMT
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Which linux distro are you using? Obviously we simply cannot test it on every single available distro, as there are too many of them...

Subject: Re: BRenBot 1.50 for Linux released
Posted by [silentevil](#) on Sat, 23 Jun 2007 11:48:17 GMT
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suse 10 and Renegade_1037b_BETA_RH8-0.tar.gz + Renegade Resurrection 0.43 + cp2
(<http://download.renguard.com/cp2/sscp2all.run>)

Subject: Re: BRenBot 1.50 for Linux released
Posted by [silentevil](#) on Sun, 24 Jun 2007 12:42:26 GMT
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Miklo wrote on Sat, 23 June 2007 13:48Linux SUSE 10.1 and
Renegade_1037b_BETA_RH8-0.tar.gz + Renegade Resurrection 0.43 + cp2
(<http://download.renguard.com/cp2/sscp2all.run>)

Brenbot 141 linux is running but wiht out renguard !

Subject: Re: BRenBot 1.50 for Linux released
Posted by [danpaul88](#) on Sun, 24 Jun 2007 17:09:32 GMT
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Hmm, I posted this earlier but the post seems to have vanished... :S

Anyway, as I said the first time round, I don't have a working install of linux because I have yet to find any distro which supports my wireless cards, so I can't really help you there. I will talk to the person who compiles the linux builds to see if he has any ideas about it.

Subject: Re: BRenBot 1.50 for Linux released
Posted by [silentevil](#) on Sun, 24 Jun 2007 23:56:46 GMT
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ok 2 files was missing now is installing

now next problem see this !!!

error found in custom_commands.pm: Can't locate plugins/custom_commands.pm in @INC (@INC contains: CODE(0x8057cfc) /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc/lib /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc CODE(0x844b07c) CODE(0x844b1b4)) at (eval 207) line 1.

Starting plugin fds_status_reporter
error found in fds_status_reporter.pm: Can't locate plugins/fds_status_reporter.pm in @INC (@INC contains: CODE(0x8057cfc) /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc/lib /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc CODE(0x844b07c) CODE(0x844b1b4)) at (eval 208) line 1.

Starting plugin funsounds
error found in funsounds.pm: Can't locate plugins/funsounds.pm in @INC (@INC contains: CODE(0x8057cfc) /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc/lib /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc CODE(0x844b07c) CODE(0x844b1b4)) at (eval 209) line 1.

Starting plugin htmloutput
error found in htmloutput.pm: Can't locate plugins/htmloutput.pm in @INC (@INC contains: CODE(0x8057cfc) /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc/lib /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc CODE(0x844b07c) CODE(0x844b1b4)) at (eval 210) line 1.

Starting plugin ipbot
error found in ipbot.pm: Can't locate plugins/ipbot.pm in @INC (@INC contains: CODE(0x8057cfc) /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc/lib /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc CODE(0x844b07c) CODE(0x844b1b4)) at (eval 211) line 1.

Starting plugin rank

error found in rank.pm: Can't locate plugins/rank.pm in @INC (@INC contains: CODE(0x8057cfc) /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc/lib /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc CODE(0x844b07c) CODE(0x844b1b4)) at (eval 212) line 1.

Starting plugin seen

error found in seen.pm: Can't locate plugins/seen.pm in @INC (@INC contains: CODE(0x8057cfc) /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc/lib /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc CODE(0x844b07c) CODE(0x844b1b4)) at (eval 213) line 1.

Starting plugin serverinfo

error found in serverinfo.pm: Can't locate plugins/serverinfo.pm in @INC (@INC contains: CODE(0x8057cfc) /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc/lib /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc CODE(0x844b07c) CODE(0x844b1b4)) at (eval 214) line 1.

Starting plugin warnings

error found in warnings.pm: Can't locate plugins/warnings.pm in @INC (@INC contains: CODE(0x8057cfc) /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc/lib /tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc CODE(0x844b07c) CODE(0x844b1b4)) at (eval 215) line 1.

can you help me ??

mutch thanks

Subject: Re: BRenBot 1.50 for Linux released
Posted by [Buggy](#) on Tue, 26 Jun 2007 19:37:18 GMT
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this is a very great bug.
You must mkdir a folder at
/tmp/par-root/cache-b72ad174bac3146232f203937eb26f3cd5d843f6/inc/lib named plugins and
there you must copy all *.pm plugins to. Than it works!!

BUT after every root reboot you must copy it!

Subject: Re: BRenBot 1.50 for Linux released
Posted by [silentevil](#) on Wed, 27 Jun 2007 15:08:18 GMT
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Hello
Mutch Thanks Buggy !!
now its all fine !

^^

Subject: Re: BRenBot 1.50 for Linux released
Posted by [silentevil](#) on Wed, 04 Jul 2007 22:22:16 GMT
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my brenbot seach a ssaow file but i have ssgm waht can i do ?

Subject: Re: BRenBot 1.50 for Linux released
Posted by [danpaul88](#) on Thu, 05 Jul 2007 07:53:54 GMT
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Create a file called ssaow.ini and enter the line

```
FDSLogRoot = ssgm
```

When 1.52 is released it will support SSGM out the box and you can delete this extra file, but for now this quick workaround will get it looking in the right place.

Subject: Re: BRenBot 1.50 for Linux released
Posted by [neo1211](#) on Fri, 08 Aug 2008 04:34:28 GMT
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Eh. I know this thread is pretty old, and I'm sorry for bumping it.. but, does anybody have the link for this version of BRenBot? The one danpaul posted seems to be dead.

Edit: Actually, now I've got it and when running it it says "BotMode must be either LFDS or WIN32", but it is set to LFDS. -_-

Subject: Re: BRenBot 1.50 for Linux released
Posted by [Primusio](#) on Mon, 20 Oct 2008 15:12:09 GMT
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And where did you get it ?

Subject: Re: BRenBot 1.50 for Linux released
Posted by [Lone0001](#) on Mon, 20 Oct 2008 22:30:00 GMT
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Here you go: <http://ren.game-maps.net/index.php?action=file&id=895>

Note: Before asking for a file for Renegade check and see if <http://game-maps.net/> has it.
