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Subject: Missing SSAOW Logfile

Posted by {LP}Admiral-(NL) on Tue, 20 Feb 2007 14:26:47 GMT

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Hi there everyone.

I am having a problem with my BRenBot.

It can't find the SSAOW Logfile.

I am trying to set up a server for A Path Beyond (APB for short) and have followed all the instructions in the readme. Renamed the scripts to the path APathBeyond.

Here is a screenshot for your information:

This is what I put in at the server.ini

```
;
;
; Renegade Master Server settings.
;
; This section contains the settings for the Master Renegade Server.
```

[Server]

```
; Config =
;
; This specifies the location of the game settings file used by the master
; server. You can change this to point to any Renegade server settings .ini
; file or change the default .ini file to reflect the game settings you would
; like for your server.
```

Config = svrcfg\_cnc.ini

```
; GameType =
;
; Set this to WOL for a Westwood Online dedicated server.
; Set this to GameSpy for a GameSpy mode dedicated server.
; Set this to LAN for a LAN mode dedicated server.
;
```

GameType = WOL

```
; Nickname =
;
; This is the Westwood Online nickname you will use when logging into the
; Westwood Online matchmaking system. You can use a nickname from a previous
; Westwood Studios game or just make one up that doesnt exist and put a password
; to it and it'll automatically register.
```

```
;
;
Nickname = NICKNAME

;
; Password =
;
; This is the password that matches the nickname used above. Must be 8 characters
```

```
Password = PASSWORD
```

```
; Serial =
;
; The serial number that you specified when installing the RenAlert Dedicated
; Server. No need to change.
```

```
Serial = 0669123456789012345678
```

```
; LoginServer =
;
; This field can be used to specify the Westwood Online matchmaking server
; to connect to. If left blank, the Renegade Server will connect to the
; closest matchmaking server. To specify a server to connect to, use one of
; the names listed above in the section 'Available Westwood Servers'.
```

```
LoginServer =
```

```
; Port =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients. This should normally be left at 0 and the
; Server will decide for itself what port to use. This should work with most
; firewalls and NAT connections but, if you need to manually set a port, you
; can do it here.
```

```
Port = 0
```

```
; GameSpyGamePort =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients, while running as a GameSpy Server. When running
; as a GameSpy server this port value will be used instead of the above Port value.
; The default value is 4848.
```

```
GameSpyGamePort = 0
```

```
; GameSpyQueryPort =  
;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with the GameSpy Master Server and GameSpy clients. The default  
; value is 25300. If this port is in use Renegade will find another port  
; to use instead(25301, 25302, ...).
```

```
GameSpyQueryPort = 0
```

```
; BandwidthUp =  
;  
; If you know how much bandwidth you want to allocate for the Renegade  
; Server to use then you can specify it here. A minimum of 60k bits per second  
; is recommended for each client you plan to connect to. If you leave this  
; value as 0 (the default) then the available bandwidth will be automatically  
; detected(WOL only). Some guidelines follow.  
;  
; Set to 1500000 for a 32 player game  
; Set to 750000 for a 16 player game  
; Set to 250000 for an 8 player game  
;  
; Make sure you don't set the Bandwidth number to be higher than your  
; actual available bandwidth or gameplay performance will be poor.
```

```
BandwidthUp = 0
```

```
; NetUpdateRate =  
;  
; Set this to control the frequency of network updates sent to clients. This  
; is the number of updates sent per second. Higher values increase network  
; traffic, lower values decrease traffic. Valid values must be in the 5 - 30  
; range. As you increase NetUpdateRate the values set for BandwidthUp must  
; also scale accordingly. The default is 10.
```

```
NetUpdateRate = 10
```

```
; AllowRemoteAdmin = true  
;  
; Set this to true to enable remote server administration via the RenRem  
; tool. You must also set a password for remote administration to be  
; allowed.  
; Slave servers inherit this setting from the master.
```

```
AllowRemoteAdmin = true
```

```
; RemoteAdminPassword = *****
;
; This is the password required to connect to a server with the RenRem
; admin tool.
; Slave servers inherit this setting from the master.
```

```
RemoteAdminPassword = *****
```

```
; RemoteAdminIp = 127.0.0.1
;
; This is the ip that the remote administration service will listen for
; incoming request on. The default is to listen on ALL ip addresses. If
; you have an internal ip address and only want to administer internally
; set this to your internal ip address.
;
```

```
RemoteAdminIP = 127.0.0.1
```

```
; RemoteAdminPort = 4949
;
; The port to connect to for remote administration.
; This can be set per slave. The default slave ports will be shown when
; connecting to the master with the RenRem tool.
```

```
RemoteAdminPort = 4949
```

This is what I put in at the brenbot.cfg

```
#--Start Configuration-IRC-----
# Edit the information below for your setup.
# At least edit BotName and IrcChannel.
```

```
BotName = Admiralbot
BotFullName = BlazeRegulator/BRenBot 1.50 Win32
IrcServer = irc.n00bstories.com
IrcPort = 6667
IrcChannel = #Admiralbot
```

```
#--Q/NickServ-----
```

```
# Enable auth via "Q" or "NickServ" below. Sample input is shown.
Qauth = 0
```

Qusername = RenBot01  
Qpassword = mypassword

# Note for Nickserv auth you give the name of nickserv and the full ident string as example  
Nickservauth = 1  
Nickservname = Nickserv  
Nickservauth = identify RenBot01 mypassword

#--Windows or Linux-----  
# BotMode MUST be "WIN32" for windows servers, or "LFDS" for Linux servers.

BotMode = WIN32

#--Remote Admin Settings-----  
# The next 3 lines should be the same info that is in your server.ini  
# Note: Although it says "Linux" its the same for Win32 :-)

RenRemLinuxHost = 127.0.0.1  
RenRemLinuxPort = 4949  
RenRemLinuxPassword = \*\*\*\*\*

#--FDS Installation-----  
# Verify these paths are correct with your Renegade installation.  
# Note: FDSLogFilePath must end with the trailing slash (as example below)!!  
# Note: Linux users use forward slashes (/) in your paths.

FDSConfigFile = C:\Westwood\APathBeyondFDS\data\svrcfg\_cnc.ini  
FDSLogFilePath = C:\Westwood\APathBeyondFDS\

#--Miscellaneous Settings-----

# Every x seconds the bot will announce a random line from AutoAnnounceFile.  
AutoAnnounceInterval = 600

# LadderLookup currently not working. Do not turn it on or it will hang the bot.  
EnableLadderLookup = 0

# Set vehicle kick to 1 for Sniper servers  
VehicleKick = 0

# Name of the BrenBot Executable, can have any file extension.

BRenBot\_Executable = brenbot.exe

# Forces all players to have bhs.dll (NOT RECOMMENDED)

Force\_bhs\_dll = 0;

##--Voting Settings-----

# Settings for BRenBot's voting system

# Set this to 0 to disable voting, 1 to enable

VotingEnabled = 1

# How long votes should last, in seconds.

VotingPeriod = 60

# Enable / Disable the different types of votes here. 1 to enable, 0 to disable.

Voting\_Allow\_Change\_Nextmap = 1

Voting\_Allow\_Gameover = 1

Voting\_Allow\_Kick = 1

##--BR Configuration Files-----

# BR Config Files - You shouldn't have to change these names. You can still open them with notepad.

AutoAnnounceFile = autoannounce.brf

Messagesfile = messages.brf

ModeratorsFile = moderators.brf

PresetsFile = presets.brf

KickLogFile = kicklog.brl

BanLogfile = banlog.brl

MiscLogFile = misclog.brl

##--BR Automatic Recommendations-----

# Minimum score needed to get the end of game highest score recommendation

Autorec\_Minimum\_Score = 750

# Minimum kills needed to get the end of game most kills recommendation

Autorec\_Minimum\_Kills = 10

# Minimum k/d ratio needed to get the end of game best KD recommendation

Autorec\_Minimum\_KD = 1.5

#--BRenBot Moderator Settings-----

# Force moderators to register their username on BRenBot, so they have to !auth  
# to get their moderator powers. Set to 1 to enable, 0 to disable.

Moderators\_Force\_Auth = 1

# Enables or disables all moderator symbols. Set to 1 to enable, 0 to disable.

Moderators\_Show\_Symbols = 1

# Symbols for moderators, if enabled above

Moderators\_Temp\_Mod\_Symbol = +

Moderators\_Half\_Mod\_Symbol = %

Moderators\_Full\_Mod\_Symbol = @

Moderators\_Admin\_Symbol = &

#--Gamelog Settings-----

# These settings only apply if the Gamelog module is enabled.

# Shows vehicle purchases in IRC. Set to 1 to enable, 0 to disable.

# This setting also applies when gamelog is disabled, but the message is different.

Gamelog\_Show\_Vehicle\_Purchase = 1

# Shows vehicle stolen messages ingame. Set to 1 to enable, 0 to disable.

Gamelog\_Show\_Vehicle\_Stolen = 1

# Shows crate messages in IRC. Set to 1 to enable, 0 to disable.

Gamelog\_Show\_Crate\_Messages = 1

# Shows kill messages in IRC. Set to 1 to enable, 0 to disable.

Gamelog\_Show\_Kill\_Messages = 1

# Shows vehicle destroyed messages in IRC. Set to 1 to enable, 0 to disable.

Gamelog\_Show\_Vehicle\_Kill\_Messages = 1

# Shows building destroyed messages in IRC. Set to 1 to enable, 0 to disable.

Gamelog\_Show\_Building\_Kill\_Messages = 1

# How many light vehicle kills are needed to get a recommendation

Gamelog\_Autorec\_Light\_Vehicle\_Kills = 8

# How many heavy vehicle kills are needed to get a recommendation

Gamelog\_Autorec\_Heavy\_Vehicle\_Kills = 5

# How many building health points need to be repaired to get a recommendation  
Gamelog\_Autorec\_Building\_Repair = 2000

# How many vehicle health points need to be repaired to get a recommendation  
Gamelog\_Autorec\_Vehicle\_Repair = 4000

#--Broadcast to Gamespy settings-----

# Enable the GSA broadcasting system  
Generate\_Gamespy\_Queries = 0

# Query port for your server, which GSA uses to communicate with your server  
GameSpyQueryPort = 23500

# Enable broadcasting to GSA, if disabled the server will not be listed on  
# the server lists.  
Broadcast\_Server\_To\_Gamespy = 0

# Your servers external IP  
GameSpy\_IP = 123.123.123.123

# Gamelog / Donate Settings

# Donate is tied to gamelog, because bhs.dll causes to crash the fds, when a player  
# tries to donate to a player, which has not loaded the game yet. with gamelog, brenbot  
# can find out, if a player has loaded the map. you can disable it here.  
# BEWARE! PEOPLE WILL BE ABLE TO CRASH YOUR SERVER!

# Seperate\_Donate\_From\_Gamelog = 1

# Delete gamelog files instead of archiving it. Normally, brenbot archives it.

# Delete\_Gamelog\_Files = 1

If somebody could provide me with the file, I would be utmost grateful.

Admiral

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Subject: Re: Missing SSAOW Logfile  
Posted by [danpaul88](#) on Tue, 20 Feb 2007 14:29:38 GMT  
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Are you using SSAPB? 1.50 does not support SSAPB, although the 1.51 beta does. Try setting the FDSLogRoot setting in ssapb.ini to ssaow for the time being.

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Subject: Re: Missing SSAOW Logfile  
Posted by [{LP}Admiral-\(NL\)](#) on Tue, 20 Feb 2007 14:33:13 GMT  
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SSAPB? What do you mean?  
(Sorry, I'm still new to this)

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Subject: Re: Missing SSAOW Logfile  
Posted by [danpaul88](#) on Tue, 20 Feb 2007 16:54:26 GMT  
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By default the APB server does not support SSAOW, which is why brenbot can't find the logfile. BRenBot will still work but some of the more advanced functions will be unavailable.

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Subject: Re: Missing SSAOW Logfile  
Posted by [{LP}Admiral-\(NL\)](#) on Tue, 20 Feb 2007 19:23:22 GMT  
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Ah I get it now.  
Next question: How do I get the bot to work in-game? (Better would be to ask this in an MSN convo or something).

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Subject: Re: Missing SSAOW Logfile  
Posted by [danpaul88](#) on Wed, 21 Feb 2007 11:48:54 GMT  
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From what I can see the settings you are using should work fine...

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Subject: Re: Missing SSAOW Logfile  
Posted by [{LP}Admiral-\(NL\)](#) on Wed, 21 Feb 2007 13:04:17 GMT  
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I mean how do I get it in-game. (In manners of that it shows messages and that I can use commands)

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The bot gets stuck at the searching for the SSAOW Logfile as it keeps renewing it's wheel each 120 seconds although it CAN find the Renlog.txt.

oh and.... why is this topic stickied.

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Subject: Re: Missing SSAOW Logfile  
Posted by [danpaul88](#) on Sat, 24 Feb 2007 12:23:24 GMT  
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it will renew the wheel every 120 seconds until you use !set ssaowlog off from IRC. That does not stop the bot from doing anything else at the same time though, such as messaging ingame.

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Subject: Re: Missing SSAOW Logfile  
Posted by [{LP}Admiral-\(NL\)](#) on Sat, 24 Feb 2007 14:18:31 GMT  
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oh, Thanks for the help mate. I'll try and stop it from renewing its wheel.

Umm... how do I log in as an Administrator?

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Subject: Re: Missing SSAOW Logfile  
Posted by [danpaul88](#) on Mon, 26 Feb 2007 09:35:02 GMT  
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Well in IRC your bot should be in your irc channel, so you should automatically be an op. If your not using the auth system you might want to set the Moderators\_Force\_Auth option to 0 in brenbot.cfg so it will give you moderator powers without registering.

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Subject: Re: Missing SSAOW Logfile  
Posted by [{LP}Admiral-\(NL\)](#) on Mon, 26 Feb 2007 13:54:45 GMT  
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When I join my own serverchannel, I'm classed 'normal' by my own bot. Do I need to make another IRC account or what?

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Subject: Re: Missing SSAOW Logfile  
Posted by [danpaul88](#) on Mon, 26 Feb 2007 13:57:19 GMT  
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Is the channel registered? If the channel is not registered and brenbot joins before you brenbot will be the only op in the channel.

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Subject: Re: Missing SSAOW Logfile

Posted by [{LP}Admiral-\(NL\)](#) on Mon, 26 Feb 2007 14:04:20 GMT

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Ah... It works, I'm an OP now. Thanks.

I'll try hosting a game tonight. Let's see if it works out.

EDIT: Can you please see me at the BRENBOT IRC channel?

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