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Subject: zunnie's BRenBot tutorial?

Posted by [Kioshin18](#) on Mon, 26 Nov 2007 06:55:00 GMT

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Hi everyone. Im attempting to make a small co-op server for me and some of my friends. While I have the FDS set up I'm struggling with setting up BRenbot.

I found part of zunnie's BRenBot tutorial on Wiki, but it seems to be only part of the tutorial. If someone could give me a link or perhaps another tutorial in setting up BRenbot that would be greatly appreciated. Thanks =)

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Subject: Re: zunnie's BRenBot tutorial?

Posted by [Goztow](#) on Mon, 26 Nov 2007 07:23:19 GMT

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I'm afraid zunnie's brenbot tutorial is out of date, I don't think anyone made a new one for brenbot 1.52 yet.

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Subject: Re: zunnie's BRenBot tutorial?

Posted by [Kioshin18](#) on Mon, 26 Nov 2007 07:32:28 GMT

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Well dang...

I guess I'll just experiment then. Maybe I'll figure something out. For now though I at least have the server up and running even if it is without a bot.

Thanks for your reply =)

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Subject: Re: zunnie's BRenBot tutorial?

Posted by [Goztow](#) on Mon, 26 Nov 2007 07:42:56 GMT

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Check brenbot.cfg and fill it out with the help of server.ini . That should be a first help .

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Subject: Re: zunnie's BRenBot tutorial?

Posted by [danpaul88](#) on Mon, 26 Nov 2007 08:58:14 GMT

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I did slightly update the one on the wiki before the wiki was locked and I couldn't edit it anymore.

Also the readme has a fair bit of information in it. Most of the options in the .cfg files are pretty well

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documented in the files themselves. Commands.xml is an advanced option, and you don't need to edit that at all for the bot to work.

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Subject: Re: zunnie's BRenBot tutorial?

Posted by [Genesis2001](#) on Mon, 26 Nov 2007 15:01:13 GMT

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Also, if you decide you wish to download [BR]Config v1.1, that'd help for starters.

EDIT: Even though the programming is bugged in v1.1, here's a download link:

<http://www.game-maps.net/?action=file&id=844> You can try downloading the VB stuff mentioned somewhere on these forums (probably in Mod Forum -> "Renegade Tool Manager") to make it work.

~MathK1LL

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