
Subject: BRenBot Error

Posted by [Goonhaven](#) on Thu, 20 Mar 2008 20:22:53 GMT

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Since I downloaded RenGuard again and got SSAOW 1.4.1 I have been receiving the following error on brenbot when starting it up, which causes it to close automatically:

I have a feeling it's because I have SSAOW 1.4.1 and SSGM 2.0.2 and they're colliding with each other, can anyone enlighten me please?

Subject: Re: BRenBot Error

Posted by [danpaul88](#) on Thu, 20 Mar 2008 21:35:00 GMT

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As the message says, your config file is missing the listed mandatory settings.

Subject: Re: BRenBot Error

Posted by [Goonhaven](#) on Thu, 20 Mar 2008 22:19:36 GMT

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But where is script/brenbot.pl?

Subject: Re: BRenBot Error

Posted by [danpaul88](#) on Thu, 20 Mar 2008 23:46:47 GMT

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The problem is in brenbot.cfg, brenbot.pl is just the file which is reporting the error in your config file.

Subject: Re: BRenBot Error

Posted by [Goonhaven](#) on Thu, 20 Mar 2008 23:54:30 GMT

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BRenBot configuration file

#

This is the main configuration file for BRenBot. It is recommended that
you read the readme file before you start editing this. You should edit
at least the ircAdminChannel and botName settings.

```

#-----
# IRC Settings
# General settings for the irc connection
#-----

# IRC server to connect to
IrcServer = irc.n00bstories.com
IrcPort = 6667

# Username for BRenBot to use in IRC
BotName = GH_AOW_bot
BotFullName = BRenBot 1.52 (Win32)

# IRC admin channel
ircAdminChannel = #GH_AOW
ircAdminChannelKey =

# IRC public channel, leave channel name blank to disable
ircPublicChannel =
ircPublicChannelKey =

# Maximum characters per second to send to the irc.
ircCharsPerSecond = 8000

# Adds [BR] to the front of all IRC messages. Intended for compatibility
# with mirc bots which parse BRenBot messages and expect this to be there.
prefixIRCMessages = 1

# Shows team (F3) chat in the public irc channel. Only has an effect if
# you use the public channel and teammessages module is enabled.
showTeamChatInPublicChan = 0

#-----
# IRC Auth Settings
# Various methods to get your bot to authorise itself on IRC
#-----

# Enable auth via "Q" or "NickServ" below. Sample input is shown.
Qauth = 0
Qusername = RenBot01
Qpassword = mypassword

# NickServ authorisation. To use NickServ authorisation fill in the Nickservauth
# parameter as appropriate. Example: Nickservauth = identify botNickPass
Nickservauth =
Nickservname = Nickserv

```

```
# OPER authorisation, if you dont know what this is don't worry about it.
# Fill in the password and user paramaters to enable oper auth.
operAuthUser =
operAuthPass =

#-----
# 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 = [SENSORED]

#-----
# 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\RenegadeFDS\Server\data\svrcfg_cnc.ini
FDSLogFilePath = C:\Westwood\RenegadeFDS\Server\

#-----
# Miscellaneous Settings
# Settings that dont fit under any of the other categories
#-----
```

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. Used by restart.exe
BRenBot_Executable = brenbot.exe

Forces all players to have bhs.dll (NOT RECOMMENDED)
Force_bhs_dll = 0

Enable paging players with CMSGP instead of PPAGE. This causes pages to be green, which
is generally more readable ingame, but has been known to cause crashes on the LFDS.
Enable_CMSG_Paging = 1

Donate is tied to gamelog, because bhs.dll can crash the FDS if a player tries to donate
to someone who has not finished loading the map. Enabling this means people will be able
to crash your server!

Seperate_Donate_From_Gamelog = 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 = 30

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

Filenames for other config files, you should not need to change these.

#-----

AutoAnnounceFile = autoannounce.cfg

Messagesfile = messages.cfg

ModeratorsFile = moderators.cfg

PresetsFile = presets.cfg

KickLogFile = kicklog.log

BanLogfile = banlog.log

MiscLogFile = misclog.log

#-----

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

#-----

Moderator Setting

#-----

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 = &

Enable or disable the join message for moderators and administrators

Moderators_Show_Join_Message = 0

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

```
# These five settings control which messages are shown in IRC. Set to 0 to  
# disable, 1 to show in admin channel only, 2 to show in both channels.
```

```
Gamelog_Show_Vehicle_Purchase = 1  
Gamelog_Show_Crate_Messages = 1  
Gamelog_Show_Kill_Messages = 1  
Gamelog_Show_Vehicle_Kill_Messages = 1  
Gamelog_Show_Building_Kill_Messages = 1
```

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

```
#-----  
# Gamespy Settings  
# Settings to control the Gamespy broadcaster. See the readme for more details.  
#-----
```

```
# 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. Also requires the gamespy_players module to be enabled.
```

Broadcast_Server_To_Gamespy = 0

Your servers external IP

GameSpy_IP = 123.123.123.123

#####

That's what's in my BRenBot.cfg file - it doesn't look like it's missing anything to me.

Subject: Re: BRenBot Error

Posted by [Ethenal](#) on Fri, 21 Mar 2008 00:20:04 GMT

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Subject: Re: BRenBot Error

Posted by [danpaul88](#) on Fri, 21 Mar 2008 00:24:52 GMT

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That appears to be a 1.52 config file used with a 1.50 or earlier version of BRenBot, which would be the cause of the problem. Some options were renamed in 1.52 to accommodate the additional optional public channel in IRC.

Subject: Re: BRenBot Error

Posted by [Ethenal](#) on Fri, 21 Mar 2008 05:40:55 GMT

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danpaul88 wrote on Thu, 20 March 2008 19:24 That appears to be a 1.52 config file used with a 1.50 or earlier version of BRenBot, which would be the cause of the problem. Some options were renamed in 1.52 to accommodate the additional optional public channel in IRC.

That would explain a lot... I couldn't find either of the entries BR mentioned in the config file he posted, lol.
