Subject: BRenbot connection problem
Posted by meddling1 on Fri, 04 Jul 2008 17:31:53 GMT

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I'm currently having trouble getting BRenbot to work. Whenever I open it up and it connects to IRC it says that it is unable to connect to the server. The actual message is: "[BR] Warning: The FDS has not responded to the last two status requests, it may have gone offline."

Here is a screenshot:

Can anyone tell me why this is happening or how to fix it? Thanks in advance.

File Attachments
1) BRenBot problem.jpg, downloaded 941 times

brenbot - Notepad

File Edit Format View Help

```
#---------------------------------------------------------------
# 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 = 192.168.0.2
RenRemLinuxPort = 25300
RenRemLinuxPassword = unknown1
```

brenbot - Shortcut

```
bhs.dll libary found. Enabling support.
Connecting to RenGuard...
Activating half-RenGuard mode!
Connecting to 70.84.132.90
Renguard session has started..
Size of (ssgm)gamelog: 279
Starting (ssgm)gamelog reread.
Finished rereading (ssgm)gamelog.
Starting up ssgm log follow thread.
Starting plugin biatch
Starting plugin BRenBot
Starting plugin custom_commands
Starting plugin ipbot
Starting plugin rank
Opening gamespy query port 23500...
Broadcasting to Gamespy Arcade to master.gamespy.com:27900
Broadcasting to Gamespy Arcade to master.udpsoft.com:27900
IRC: Connected to irc.n00bstories.com.
IPBOT: Connected to ipbot master server.
Looking for RenLog at C:\Westwood\RenegadeFDS\Server\renlog_7-4-2008.txt...
Connected to RenGuard.
Joining IRC channel #AstralGaming...
Doing initial scan in 40 seconds..
IRC: AstralBot joined channel #AstralGaming
```

```
<@AstralBot> [BR] Warning: The FDS has not re
    have gone offline.
```

Adobe Reader 8   Launch NoNameS...   BR pro

Logitech Mouse a...   Renegade Server o...

Mozilla Firefox   CrossLoop

Subject: Re: BRenbot connection problem
Posted by CarrierII on Fri, 04 Jul 2008 18:19:15 GMT
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Try running the server and BrenBot.exe in Admin mode and XP compat mode

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Subject: Re: BRenbot connection problem
Posted by gkl21 on Fri, 04 Jul 2008 18:20:38 GMT
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Match the Remote Admin Ports..

Subject: Re: BRenbot connection problem
Posted by meddling1 on Fri, 04 Jul 2008 18:42:42 GMT
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Well unfortunately, even after matching the admin ports and trying to run it in compatibility mode
as an administrator, it still is not working. Do you have any more ideas? Should use a specific
port or ip or what?

Subject: Re: BRenbot connection problem
Posted by danpaul88 on Fri, 04 Jul 2008 19:15:08 GMT
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Try reading the readme file, relevant section quoted with highlighting added for emphasis

"BRenBot readme.txt"Step 1.
Open your server.ini in RenegadeFDS/Server

Step 2.
Locate the following options and set them to the values given here

AllowRemoteAdmin = true
RemoteAdminPassword = yourpass
RemoteAdminIP = 127.0.0.1
RemoteAdminPort = 4949

Note: The lines with a ; on the front are NOT the actual options, and
not where you put these settings. It is recommended that you change the
pw option to an 8 digit password of your choice.

Step 3.

Open your brenbot.cfg file in RenegadeFDS/Server/BRenBot

Step 4.
Locate the following options and set them to the values given here. These
should normally be set for you upon install, but check them anyway.

RenRemLinuxHost = 127.0.0.1
RenRemLinuxPort = 4949
RenRemLinuxPassword = yourpass

Note: If you change the password in server.ini (step 2) you MUST also change
this password to match it.

Subject: Re: BRenbot connection problem
Posted by meddling1 on Fri, 04 Jul 2008 19:37:34 GMT
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I've already tried those settings too and it still didn't work.

Subject: Re: BRenbot connection problem
Posted by meddling1 on Sat, 05 Jul 2008 18:27:28 GMT
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anyone have any other ideas?

Subject: Re: BRenbot connection problem
Posted by danpaul88 on Sat, 05 Jul 2008 22:16:10 GMT
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in server.ini, have you tried spelling True without the capital T on the AllowRemoteAdmin option?
While you wouldn't expect it to make a difference, you never know...

Subject: Re: BRenbot connection problem
Posted by meddling1 on Sun, 06 Jul 2008 01:57:50 GMT
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I just tried that and unfortunately it didn't work either. In fact, when I started up the bot it also came
up with another error saying "port: 25300, server: error 10048 creating socket: unknown error"

Would it matter if I had installed Resurection before making sure the bot worked? and if
Resurection was causing the problem for some reason how would I get itto work with the server

and bot?

Subject: Re: BRenbot connection problem
Posted by danpaul88 on Sun, 06 Jul 2008 10:02:32 GMT
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Error 10048 indicates the port is already in use by something else, try using a different port number (changing it in both the FDS and BRenBot settings)

Subject: Re: BRenbot connection problem
Posted by meddling1 on Sun, 06 Jul 2008 18:21:54 GMT
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Well I changed the port to 25301 and it fixed the error 10048, but BRenbot is still giving the the error about the FDS not responding, even after changing it to a lowercase t as you suggested.

Also, I forgot to mention that from the very beginning it's always been having trouble finding the correct log files and for some reason they aren't being created so I have to go into the folder and rename an old one or create a new one myself, would that have any effect. Do you know if resurrection would have any effect on it?

Subject: Re: BRenbot connection problem
Posted by danpaul88 on Sun, 06 Jul 2008 22:32:42 GMT
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I don't know if resurrection has an effect on that, but if the FDS is not writing renlog files, then brenbot has no way of knowing what's going on in the server, which is what causes that 'FDS is not responding' message.

Subject: Re: BRenbot connection problem
Posted by meddling1 on Mon, 07 Jul 2008 05:08:31 GMT
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I think I found it....what was happening was that I had installed the FDS to one location but I had to move the FDS folder for some reason, and so the FDS kept writing to the old location, not the new one, which is why BRenbot couldn't find the files...

I'll have to check it out tomorrow and make sure it works. Anyway, thanks for you're help, and I'll let you know later if it worked.

Subject: Re: BRenbot connection problem
Posted by meddling1 on Mon, 07 Jul 2008 23:34:05 GMT
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Well I got it to work so now BRenbot can detect the FDS. However, I host the server on a different log in name (for the computer itself) so that I can play Renegade as well as host the serer, but when I switch users to play Renegade it disconnects me and the bot from IRC. Also, how do you get the moderator status to work correctly, and if I turn off half-renguard mode will some of the RG commands still work, because for some reason when I run resurection I can't run Renguard. And lastly, how do you edit things like the vehicle and mine limit for each map?

Subject: Re: BRenbot connection problem
Posted by danpaul88 on Mon, 07 Jul 2008 23:37:23 GMT
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meddling1 wrote on Tue, 08 July 2008 00:34Well I got it to work so now BRenbot can detect the FDS. However, I host the server on a different log in name (for the computer itself) so that I can play Renegade as well as host the serer, but when I switch users to play Renegade it disconnects me and the bot from IRC.

No need to switch users, just add +multi to the shortcut target for the FDS and for Renegade itself.

meddling1 wrote on Tue, 08 July 2008 00:34Also, how do you get the moderator status to work correctly, and if I turn off half-renguard mode will some of the RG commands still work, because for some reason when I run resurection I can't run Renguard.

Read the readme.txt file, specifically the part about moderator authentication.

meddling1 wrote on Tue, 08 July 2008 00:34And lastly, how do you edit things like the vehicle and mine limit for each map?

mapsettings.xml