
Subject: BRenBot 1.52 Issues

Posted by [XxxFuzzy](#) on Sun, 05 Apr 2009 16:05:25 GMT

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I have downloaded and installed BRenBot 1.52

I'm currently haven some issues on getting the Bot to work 100%.

I have no idea what this message means. And how to fix the issues. I've redone downloading and installing BRenBot 1.52 many times to figure it out on my own. But, I'm not that smart, obviously.

These are the issues i'm haven't a hard time to understand.

Enable auth via "Q" or "NickServ" below. Sample input is shown.

Qauth = 0

Qusername =

Qpassword =

NickServ authorisation. To use NickServ authorisation fill in the Nickservauth

parameter as appropriate. Example: Nickservauth = identify botNickPass

Nickservauth =

Nickservname =

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 =

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 =

RenRemLinuxPort =

RenRemLinuxPassword =

I am learning most of this on how things work. But, somethings come to questions because i'm haven a hard time understanding some areas.

Subject: Re: BRenBot 1.52 Issues

Posted by [danpaul88](#) on Sun, 05 Apr 2009 18:20:27 GMT

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That message means you have not given a valid value for those options in brenbot.cfg, and the bot cannot start without having valid values for those settings.

The RenRemLinux* settings are explained in detail in the Readme document, which explains exactly how to setup BRenBot from scratch.

Subject: Re: BRenBot 1.52 Issues
Posted by [XxxFuzzy](#) on Sun, 05 Apr 2009 19:03:58 GMT
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If I understand what the details on the Readme document shown. I wouldnt be asking for help about it.

As I said before. I don't understand.

For what I understand... It's an example on how it's done...

Subject: Re: BRenBot 1.52 Issues
Posted by [gkl21](#) on Mon, 06 Apr 2009 04:19:06 GMT
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For each thing listed you need to specify a variable for.

```
IrcChannel = #mychannel  
AdminsFile = admins.brf  
MastersFile = masters.brf
```

The follow must MATCH within your server.ini

```
RenRemLinuxHost = 127.0.0.1  
RenRemLinuxPort = 4444  
RenRemLinuxPassword = yourpass
```

In server.ini they are:

```
RemoteAdminIP = 127.0.0.1  
RemoteAdminPort = 4444  
RemoteAdminPassword = yourpass
```

Subject: Re: BRenBot 1.52 Issues
Posted by [danpaul88](#) on Mon, 06 Apr 2009 07:40:48 GMT

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Are you sure you installed 1.52 anyway? MastersFile and AdminsFile no longer exist in 1.52, they are replaced with moderators.cfg which does the same job those two files used to.

Looks like your using 1.50, or possible something even older than that. Get the 1.52 installer from <http://new.brenbot.com>.

Subject: Re: BRenBot 1.52 Issues

Posted by [XxxFuzzy](#) on Mon, 06 Apr 2009 17:17:14 GMT

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I did have BRenBot 1.50 at first So, I findout about BRenBot 1.52 and I downloaded and installed BRenBot 1.52. At first, I accidently mixed BRenBot 1.50 with BRenBot 1.52. Wasn't sure if both BRenBots can be mixed with eachother. I'm basically expirenceing how both work. My friend and I are tryin to figure them out. I think they both are mixed so that could be the problem. But, some files that are not on which ever. Need to be added on them because some files do NOT exist on whichever. What I believe anyways.

I have both BRenBots downloads saved just in case.

I am very thankful for you guys help on this. I've tried other forums but no replies for what I need to know.

Edit:

I have restarted over again. Just BRenBot 1.52

Now what?... lol

Server Configuration settings

```
;  
;  
;  
; Server Settings .INI file for Renegade Free Dedicated Server.  
;  
; This file controls the behavior of a Renegade Free Dedicated Server. The  
; first instance of the server is referred to as the Master Server and it can  
; control up to seven other local instances of the server. These are referred  
; to as Slave Servers.  
;  
; Each slave server must have it's own login information and serial number.  
; Each slave server can have it's own game settings, seperate from the master.  
;  
;  
;
```

```

;
;
;
=====
==
;
;
=====
==
;
;
; This section of the file is generated automatically - do not edit
;
; Available Westwood Servers:
;
; Pacific Server
; European Server
; USA Server
;
; End generated section.
;
;
;
=====
==
;
;
=====
==

;
;
; 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 apply for a new one by copying the following line  
; and pasting it into your web browsers address window  
;  
; http://register.westwood.com
```

```
Nickname = XxxFuzzy
```

```
;  
; Password =  
;  
; This is the password that matches the nickname used above.
```

```
Password = (Password Protection)
```

```
; Serial =  
;  
; The serial number that you specified when installing the Renegade Dedicated  
; Server.
```

```
Serial = (Serial Protection)
```

```
; 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 = USA Server
```

```
; 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 = 4949

; 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 = 250000

; 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 =

;

; 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 = (Password Protection)

; RemoteAdminIp =

;

; 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 =

;

; 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

BRenBot Configuration

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 = 206.41.117.114
IrcPort = 6667

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

IRC admin channel
ircAdminChannel = #Snipers
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 = 0

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 = (Password Protecton)
```

```
#-----
# 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 = 1
```

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

```
# 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 = 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  
# 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 sybmols. 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 = 1

#-----
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

Subject: Re: BRenBot 1.52 Issues
Posted by [danpaul88](#) on Mon, 06 Apr 2009 22:32:53 GMT
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Make sure the FDS program has permission to write to that logfile it's complaining about, it's a BIATCH problem causing your FDS to not fully load, hence why BRenBot report's that it is not responding.

Subject: Re: BRenBot 1.52 Issues
Posted by [XxxFuzzy](#) on Wed, 08 Apr 2009 00:24:06 GMT
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How am I suppose to give it promission?

Subject: Re: BRenBot 1.52 Issues
Posted by [Lone0001](#) on Wed, 08 Apr 2009 01:14:28 GMT
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Do you have Windows Xp or Vista?

Subject: Re: BRenBot 1.52 Issues
Posted by [Genesis2001](#) on Wed, 08 Apr 2009 01:37:08 GMT
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Right click the directory and go to Properties.

Click the security tab and add your user account (or the user account that the server runs on) to the permission list and set it to Read+Write (or better, FULL) permissions.

Subject: Re: BRenBot 1.52 Issues

Posted by [XxxFuzzy](#) on Wed, 08 Apr 2009 07:17:40 GMT

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Lone0001 wrote on Tue, 07 April 2009 19:14 Do you have Windows Xp or Vista?

Windows XP Home Edition

Subject: Re: BRenBot 1.52 Issues

Posted by [gkl21](#) on Wed, 08 Apr 2009 20:29:34 GMT

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Within your RenegadeFDS\Server dir, make a new folder called "log". Then in that folder, make one called "biatch" ...

For some reason it doesn't create the folder structure if it is not found

Subject: Re: BRenBot 1.52 Issues

Posted by [XxxFuzzy](#) on Thu, 09 Apr 2009 23:34:44 GMT

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gkl21 wrote on Wed, 08 April 2009 14:29 Within your RenegadeFDS\Server dir, make a new folder called "log". Then in that folder, make one called "biatch" ...

For some reason it doesn't create the folder structure if it is not found

Thanks. That helped alot.

Another issue, Moderatorlist/masters. How do I get them active ingame? Every time I have no game powers to control the game from inside the game.

[17:23] <~Fuzzy> !moderatorlist

[17:23] <@SnipersBot > [BR] Administrators: admin1 Fuzzy420 admin2

[17:23] <@SnipersBot> [BR] Full Moderators: mod1 mod3 mod2

[17:23] <@SnipersBot> [BR] Half Moderators: hmod1 hmod2

[17:25] < 09@SnipersBot > [BR] 11Player Fuzzy420 joined the game

[17:25] <@SnipersBot> [BR] ?>(&<? Fuzzy420: !help

I still have no status ingame

Subject: Re: BRenBot 1.52 Issues

Posted by [_SSnipe_](#) on Fri, 10 Apr 2009 01:11:02 GMT

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Fuzzy did you ever try that fds.dll plug in I gave u link for? that fixed all my problems relating to ingame + irc stuff

Subject: Re: BRenBot 1.52 Issues
Posted by [Omar007](#) on Fri, 10 Apr 2009 09:51:26 GMT
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XxxFuzzy wrote on Fri, 10 April 2009 01:34...

Another issue, Moderatorlist/masters. How do I get them active ingame? Every time I have no game powers to control the game from inside the game.

[17:23] <~Fuzzy> !moderatorlist

[17:23] <@SnipersBot > [BR] Administrators: admin1 Fuzzy420 admin2

[17:23] <@SnipersBot> [BR] Full Moderators: mod1 mod3 mod2

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[17:25] < 09@SnipersBot > [BR] 11Player Fuzzy420 joined the game

[17:25] <@SnipersBot> [BR] ?>(&<? Fuzzy420: !help

I still have no status ingame

When i hosted a server i had this problem too in the beginning
Later i found that i had to do the following thing:

If you joined ingame you will have to page the bot that you are an admin. Do this by pressing F2 or F3 and than type: /page yourbot !auth yourpass

BTW: I would delete the names like admin1, mod1, hmod1 etc out of the moderator file

NOTE: I used this to manage the moderator list. If you don't have it already: Admin Plugin
Makes it alot easier to manage the list

Subject: Re: BRenBot 1.52 Issues
Posted by [danpaul88](#) on Fri, 10 Apr 2009 11:34:06 GMT
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Read the readme file, it explains about how the authentication system works. It is setup that way so GSA and direct connect users can't just spoof an admin nickname and get admin powers. There are several ways for admins and mods to auth themselves, both from ingame and in IRC, which are all explained in the readme file.

Subject: Re: BRenBot 1.52 Issues
Posted by [XxxFuzzy](#) on Fri, 10 Apr 2009 18:46:44 GMT
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danpaul88 wrote on Fri, 10 April 2009 05:34Read the readme file, it explains about how the authentication system works. It is setup that way so GSA and direct connect users can't just spoof an admin nickname and get admin powers. There are several ways for admins and mods to auth themselves, both from ingame and in IRC, which are all explained in the readme file.

Already understand about the "Authorisation" copy and paste.

What i'm talking about...

When I join my server ingame. I don't need to !auth myself. It's like, automatic authorisation when I join the game, you might say. This i'm not sure about. But, is it possible for that could be an IRC Scripted?

Subject: Re: BRenBot 1.52 Issues

Posted by [Genesis2001](#) on Fri, 10 Apr 2009 19:20:52 GMT

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PM the bot on IRC with:

!register <your_ingame_name> <your_password>

Everytime you join the game, type !auth <your_(part?)_nick> in your irc administration channel.

Subject: Re: BRenBot 1.52 Issues

Posted by [Omar007](#) on Fri, 10 Apr 2009 22:41:54 GMT

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Zack wrote on Fri, 10 April 2009 21:20PM the bot on IRC with:

!register <your_ingame_name> <your_password>

Everytime you join the game, type !auth <your_(part?)_nick> in your irc administration channel.

Or ingame type: /page yourbotnick !auth yourpass

Subject: Re: BRenBot 1.52 Issues

Posted by [XxxFuzzy](#) on Tue, 14 Apr 2009 20:43:13 GMT

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XxxFuzzy wrote on Fri, 10 April 2009 12:46danpaul88 wrote on Fri, 10 April 2009 05:34Read the readme file, it explains about how the authentication system works. It is setup that way so GSA and direct connect users can't just spoof an admin nickname and get admin powers. There are several ways for admins and mods to auth themselves, both from ingame and in IRC, which are all explained in the readme file.

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Scripted?

Did I miss something to say or didn't yall not understand what I ment?

Subject: Re: BRenBot 1.52 Issues

Posted by [Omar007](#) on Wed, 15 Apr 2009 11:32:41 GMT

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XxxFuzzy wrote on Tue, 14 April 2009 22:43XxxFuzzy wrote on Fri, 10 April 2009 12:46danpaul88 wrote on Fri, 10 April 2009 05:34Read the readme file, it explains about how the authentication system works. It is setup that way so GSA and direct connect users can't just spoof an admin nickname and get admin powers. There are several ways for admins and mods to auth themselves, both from ingame and in IRC, which are all explained in the readme file.

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Did I miss something to say or didn't yall not understand what I ment?

The big red text really looks like you're revering to the green text. So maybe you could type it with correct revering???

Subject: Re: BRenBot 1.52 Issues

Posted by [XxxFuzzy](#) on Thu, 16 Apr 2009 18:57:58 GMT

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Post Correction:

I Already understand about the "Authorisation" copy and paste.

What i'm talking about...

[Bot/Server Question] When I join my server ingame. I don't need to !auth myself. It's like, automatic authorisation "Without the authorisation cmmand" when I join the game, you might say.

(Seen this done many times on different servers.)

Could it be the type of Bot that i am using?

[IRC/Bot Question] This i'm not sure about. But, is it possible for that could be an IRC Scripted?

is this with correct revering?

Subject: Re: BRenBot 1.52 Issues

Posted by [Lone0001](#) on Thu, 16 Apr 2009 19:56:17 GMT

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XxxFuzzy wrote on Thu, 16 April 2009 14:57Post Correction:

I Already understand about the "Authorisation" copy and paste.

What i'm talking about...

[Bot/Server Question] When I join my server ingame. I don't need to !auth myself. It's like, automatic authorisation "Without the authorisation cmmand" when I join the game, you might say.

(Seen this done many times on different servers.)

Could it be the type of Bot that i am using?

[IRC/Bot Question] This i'm not sure about. But, is it possible for that could be an IRC Scripted?

is this with correct revering?

For the first thing are you sure you have registered your nick with Brenbot? Using this: !register <your_ingame_name> <your_password>

If that isn't it then try looking in brenbot.cfg for the "Moderator Setting" section and set "Moderators_Force_Auth" to 1

By "IRC Scripted" do you mean you want a script for when you join the server it will just automatically !auth for you(insecure btw)?

Subject: Re: BRenBot 1.52 Issues

Posted by [Pyr0man1c](#) on Thu, 16 Apr 2009 20:19:54 GMT

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It could be done, but it would be a complex process...Tbh you may as well do it manually.

EDIT:oh do you mean when it says that "name" has authorised...I think that is authorisation from ingame.

Subject: Re: BRenBot 1.52 Issues

Posted by [gkl21](#) on Thu, 16 Apr 2009 21:05:53 GMT

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Lone0001 wrote on Thu, 16 April 2009 14:56XxxFuzzy wrote on Thu, 16 April 2009 14:57Post
Correction:

I Already understand about the "Authorisation" copy and paste.

What i'm talking about...

[Bot/Server Question] When I join my server ingame. I don't need to !auth myself. It's like, automatic authorisation "Without the authorisation cmmand" when I join the game, you might say.

(Seen this done many times on different servers.)

Could it be the type of Bot that i am using?

[IRC/Bot Question] This i'm not sure about. But, is it possible for that could be an IRC Scripted?

is this with correct revering?

For the first thing are you sure you have registered your nick with Brenbot? Using this: !register
<your_ingame_name> <your_password>

If that isn't it then try looking in brenbot.cfg for the "Moderator Setting" section and set
"Moderators_Force_Auth" to 1

By "IRC Scripted" do you mean you want a script for when you join the server it will just
automatically !auth for you(insecure btw)?

not insecure if you check the ip against yours ..

```
if ($strip($6) == $ip) { .msg $chan !auth yournickname }
```

Subject: Re: BRenBot 1.52 Issues
Posted by [XxxFuzzy](#) on Mon, 20 Apr 2009 16:53:48 GMT
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Thanks for the help you guys

I'm usen another bot so this stuff was too confusing.

What I have now is SSSSSOOOOO much easier to use

Subject: Re: BRenBot 1.52 Issues
Posted by [ExEric3](#) on Mon, 20 Apr 2009 19:05:16 GMT

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And what bot are u using now?
