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Subject: Some BRenbot problems...

Posted by [KKJJ](#) on Sun, 16 Aug 2009 03:50:27 GMT

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Hi. As the title shows, I can't use some commands, like !forcetc for example, because it's saying that the player has not finished with loading yet. I haven't tried the donate yet but I think it's having the same problem. Also !setnextmap does not work sometimes correctly, as it sets the map but when ending the game it's loading another (sometimes, and always from ingame; works well from IRC).

Also in my irc channel is not showing any kill messages, purchases, buildings damage/destroy messages, etc. But for example, !msg from irc it's working fine, and I can see the rules, announce messages, the beginning settings message (minelimit, vehiclelimit...), and the end recommendations. But another thing it's not working it's when you kill two buildings you should get a rec, but you don't.

After reading lots of posts in this forum, I know that the problem is related to the gamelog, but the modules gamelog and ssgm are enabled. The other related files are server.ini and brenbot.cfg, wich im quoting a part here.

Quote:[Server]

```
Config = svrcfg_cnc.ini
GameType = GameSpy
Nickname = MY SERVER
Password = password
Serial = 123456
LoginServer = USA Server
```

```
Port = 7777
GameSpyGamePort = 7777
GameSpyQueryPort = 25300
```

```
BandwidthUp = 75500500
NetUpdateRate = 30
```

```
AllowRemoteAdmin = true
RemoteAdminPassword = mypasswo
RemoteAdminIP = 127.0.0.1
RemoteAdminPort = 4949
```

```
Quote: #-----
# 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 = mypasswo
```

....scrolling a bit down

```
#-----  
# 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 = 1000
```

```
# How many vehicle health points need to be repaired to get a recommendation  
Gamelog_Autorec_Vehicle_Repair = 2000
```

I'm using Brenbot 1.52 (with admins plugin; without Biatch(this one was making my fds crash!) and lpbot) and I'm running an apathbeyond fds.

Well, sorry for the long post but I'm lost. I don't know where is the problem and what can I do, and need some help.

Thanks.

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Subject: Re: Some BRenbot problems...

Posted by [Catalyst](#) on Sun, 16 Aug 2009 04:11:50 GMT

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You need to install SSGM 2.0.2 or whatever the newest version is.

You can get it here:

<http://ren.game-maps.net/index.php?act=view&id=1281>

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Subject: Re: Some BRenbot problems...

Posted by [danpaul88](#) on Sun, 16 Aug 2009 08:40:15 GMT

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Catalyst: How do you suggest he runs stock SSGM on an APB server? Try reading a post fully before responding in future.

The problem is that BRenBot relies on SSGM's gamelog file to determine when a player has finished loading a map, but this file does not exist for APB servers because SSGM does not support it. There is a version currently being worked on for the APB FDS, but I don't know if it has been released yet.

There is a special version of BRenBot 1.50 that was designed to work properly with the APB FDS available here. It's a bit older than 1.52 but it removes things that don't work properly in APB, such as RenGuard.

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Subject: Re: Some BRenbot problems...

Posted by [KKJJ](#) on Sun, 16 Aug 2009 12:00:20 GMT

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But the fact is that i'm having the same problem with this Brenbot 1.50. I had this bot before and when I installed the new version everything seems to work well but what I've mentioned in first post. Are there related any more files than the server.ini and brenbot.cfg?? Where could be my problem?

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Subject: Re: Some BRenbot problems...

Posted by [Sladewill](#) on Sun, 16 Aug 2009 12:41:56 GMT

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ssgm works with apb it works perfectly fine. and so does brenbot 1.52 it changes name gdi and nod to allied and soviets

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Subject: Re: Some BRenbot problems...  
Posted by [KKJJ](#) on Sun, 16 Aug 2009 15:56:06 GMT  
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Also when i type !buildings (from irc) it's saying: No known buildings for this map, when there are buildings...

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Subject: Re: Some BRenbot problems...  
Posted by [KKJJ](#) on Sun, 16 Aug 2009 19:13:32 GMT  
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i got it working, now everything works fine  
all i've done is reinstall, because it's set up as it was.  
Thanks all for replies

EDIT: I think it was not writing right on that ssgm txt file that creates....

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Subject: Re: Some BRenbot problems...  
Posted by [KKJJ](#) on Tue, 18 Aug 2009 20:06:34 GMT  
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I already know exactly where was the problem. It was that I changed the scripts.dll file (for adding things to the gameplay), so brenbot was not writing on the ssgm\_date file.  
But until I realized it was that... Well, at least it's solved now

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