Subject: BR with TT
Posted by Caveman on Thu, 20 Oct 2011 10:27:41 GMT
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Does anyone know where the SSGM logfiles are kept for a TT server? Im trying to get my BR to connect to the FDS but I can't seem to locate the logfiles.

Or am I doing something wrong?

(Renrem works but the bot doesn't actually report whats going on ingame)

Subject: Re: BR with TT
Posted by iRANian on Thu, 20 Oct 2011 10:39:45 GMT
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In my brenbot.cfg I set

FDSLogFilePath = C:\Westwood\RenegadeFDS\Server 4.0\

where "Server 4.0" is the place my FDS is located, are you referring to that setting? It's the only thing I had to do to get BRenBot working.

The place that the actual log files are located for me is C:\Westwood\RenegadeFDS\Server 4.0\Renegade\FDS .

Subject: Re: BR with TT
Posted by Caveman on Thu, 20 Oct 2011 10:56:07 GMT
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Yeah I think its my bad...

I think cos im use to the way ssgm 2 worked, the bot will return the same GI information when noone is ingame.. Example;

Toggle Spoiler
20 Oct 11 - 11:51:20] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0 points Nod: 0/40 players 0 points 0.29.59 mins left SFPS: 10
[20 Oct 11 - 11:51:26] <~Caveman> !gi
[20 Oct 11 - 11:51:27] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0 points Nod: 0/40 players 0 points 0.29.40 mins left SFPS: 60
[20 Oct 11 - 11:51:28] <~Caveman> !gi
[20 Oct 11 - 11:51:29] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0 points Nod: 0/40 players 0 points 0.29.40 mins left SFPS: 60
[20 Oct 11 - 11:51:30] <~Caveman> !gi
[20 Oct 11 - 11:51:31] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0

points Nod: 0/40 players 0 points 0.29.40 mins left SFPS: 60
[20 Oct 11 - 11:51:31] <~Caveman> !gi
[20 Oct 11 - 11:51:32] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0
points Nod: 0/40 players 0 points 0.29.40 mins left SFPS: 60
[20 Oct 11 - 11:51:32] <~Caveman> !gi
[20 Oct 11 - 11:51:33] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0
points Nod: 0/40 players 0 points 0.29.40 mins left SFPS: 60
[20 Oct 11 - 11:51:39] <~Caveman> !pl
[20 Oct 11 - 11:51:40] <Axbot1> There are no players ingame at this time.
[20 Oct 11 - 11:51:41] <~Caveman> !gi
[20 Oct 11 - 11:51:41] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0
points Nod: 0/40 players 0 points 0.29.40 mins left SFPS: 60
[20 Oct 11 - 11:51:47] <~Caveman> !sfps
[20 Oct 11 - 11:51:55] <~Caveman> !fds sfps 85
[20 Oct 11 - 11:51:59] <~Caveman> !gi
[20 Oct 11 - 11:52:00] <ExEric3|Storm> !version
[20 Oct 11 - 11:52:00] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0
points Nod: 0/40 players 0 points 0.29.10 mins left SFPS: 60

Its only when I join game that it changes.

Edit:

Its not reporting whats going on ingame.. Kill messages, building kills etc...

Have I set it up wrong?

Subject: Re: BR with TT
Posted by iRANian on Thu, 20 Oct 2011 11:58:06 GMT
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My test installation and the TT test server suffer from the same issue with !gi, just checked this. I
wasn't aware of this before.

Reporting in-game chat works fine on my test server and on the TT test server.