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Subject: BRenBot 1.30 is Released! Read for Features and Info

Posted by [Blazer](#) on Tue, 30 Dec 2003 16:34:54 GMT

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BRenBot 1.30 will be released TODAY. Mac and I are packaging it up now. There will be a release and support for the following operating systems:

MS Win32 (Windows XP/NT/2000/98/95)

Linux (RedHat 7.x/8.x/9.0 and Suse 8.2).

BRenBot is compiled Perl code, the executable is about 2.6MB. Being what amounts to a well-tested beta, there is still lots of debug code. Version 1.31 should be smaller even though will contain many new features. Note that BRenBot is a console application. Meaning it runs in a cmd.exe window. No GUI, no buttons, just a config file and the power of Perl. The console output shows what is going on in IRC, as well as any error messages.

Features:

I'm not sure where to start with the list of current features, so I will just mention some off the top of my head, followed by a paste of the helpfile

[list]

[\*] IRC Administration - access is determined by channel status (+v or higher)

[\*] In-Game Administration - 3 levels of admins: Server Owner/Admin, Moderators, and Temporary Moderators. Mods cannot kick/ban/etc other mods with higher status.

[\*] Live HTML logging - Option to create a live HTML file of everything that is shown by the bot in IRC, with same colors etc.

[\*] SQL Database - User settings and data stored in SQL database.

[\*] Setjoin/Viewjoin/Seen - IRC-esque. Players can set a message that will be displayed by the bot when they join. Players can type !seen and the server will show when they were last playing.

[\*] Recommendations - A rank and status determined both automatically (by MVPs/Most Kills/Best K/D) and by other players (!recommend blazer0x good base defender). Abuse protection limits multiple recs and recs per day per user. Recommendations can be displayed when a user joins, along with a humorous message which depends on the number of recs.

[\*] Complaint system - Mark someone a n00b with the "!n00b" command (!n00b blazer0x C4ing teammates). n00b rating can be displayed on join.

[\*] Native RenRem Support - Thanks to macs LFDS wrapper, the Linux FDS has the equivalent of RenRem, and thanks to Scorpio9a, Silent Kane, and Binary, the Win32 version of BrenBot has native RenRem support! This means BRenBot does NOT need renrem, winrem, or fdstalk.dll.

[\*] Small footprint - BRenBot is less than 3MB and testing shows it to use approximately 4-12MB of RAM on a busy server while using little to no CPU (most I ever saw 1%).

[\*] Multiple Architecture support. -BRenBot works on both Win32 and Linux, in fact its the exact same code. It will perform and work exactly the same on either operating system.

[\*] Sniper Server Options - Option to kick on vehicle purchase, response to players mentioning spawn killing.

[\*] Voting - Players can vote to kick other players (with seperate formulas used if the kickee is a teammate or enemy), vote to go to the next map, and vote to switch to a particular map.

[\*] Admin map control - Admins/Moderators can end the current map, as well as jump to any other map including maps not normally in the rotation (!setnextmap Winter would set the next map to C&C\_Conquest\_Winter.mix).

[\*] Pretty Colors - LOL. F2 and F3 chat as well as vehicle purchases are colorized by the team, also moderators and temp mods names are bold/underlined.

[/list:u]

There are lots more features, and the best part is the most exciting features are soon to come! Here is a cut and paste of the help file, which is accessible via !help in the irc channel:

adminlist:Displays the list of moderators.  
addtempmod:Adds a temp-moderator.  
autoannounce:Plays a random autoannounce.  
deltempmod:Deletes a temp moderator.  
playerinfo:!playerinfo - Displays detailed playerlist (only of when given).  
gameinfo:Displays gameinfo.  
hostmsg:Relays a message to all players ingame.  
kicklog:Displays a log of recent kicks.  
banlog:!banlog - Displays a list of all bans for the given player.  
logsearch:Allows to keyword search for kicks and bans.  
gameover:Ends the current round. Usage: !gameover NOW  
gameover NOW:Ends the current round. Usage: !gameover NOW  
showmsgs:Shows a list of pre-defined messages.  
players:Shows a list of ingame players.  
nextmap:Displays the next map.  
shownextmap:Displays the next map.  
shownext:Displays the next map.  
showmods:Displays a list of ingame admins.  
status:displays a list of all commands.  
vote:Allows to vote. Use !vote help for more information.  
help:This help.  
setnextmap:Sets the next map. Use !gameover NOW to switch to it.  
delban:Removes a ban. Usage: !delban  
rotation:Displays the maprotation.  
maplist:Displays a list of all installed maps.  
seen:Displays how much time has passed since a person has been on this server.  
setjoin:Allows you to set a join message that will be played when you join the server.  
viewjoin:Displays your join message.  
recommend:!recommend <reason> - Recommends another player for good teamplay etc.  
rec:Alias for !recommend - see !help recommend.  
teampayers:Displays a list of good known teampayers based on recommendations.  
tp:Alias for !teampayers - see !help teampayers.  
kick:!kick <reason> - Kicks a player from the server.  
qkick:Kicks a user from the server and sends an auto-allow. (WOL only)  
ban:!ban <reason> - Permanently bans a player from the server.  
auth:!auth - Authorizes a protected user.  
modules:Displays the state of all modules.  
set:!set <module> <on|off> - Sets a module to on or off.  
teams:Checks if the teams are even and kicks players which made teams uneven!  
noob:[InGame] !noob <reason> - Adds a user to list of n00bs!  
n00b:[InGame] !n00b <reason> - Adds a user to list of n00bs!

shownoobs:List all n00b players in the current game.  
shown00bs:List all n00b players in the current game.  
rules:Shows the server's rules.  
rank:Currently not available.  
version:Displays the bot's current version.  
uptime:Shows how long the bot is up since last restart.  
atm:Alias for !addtempmod - see !help addtempmod  
dtm:Alias for !deltempmod - see !help deltempmod  
pi:Alias for !playerinfo - see !help playerinfo  
gi:Alias for !gameinfo - see !help gameinfo  
kickban:!kickban <reason> - bans AND kicks a player from the server  
kb:Alias for !kickban - see !help kickban  
pl:Alias for !players - see !help players  
allow:Allows a player to join the server again after kick (WOL only)  
ids:Like !players but shows the ID of each player.

Look for more info soon as well as the download link!

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Subject: BRenBot 1.30 is Released! Read for Features and Info

Posted by [Kholdstare](#) on Tue, 30 Dec 2003 16:49:14 GMT

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OMGYAY!!! BrenBot owns BR .NET :mrgreen: :mrgreen: :mrgreen:

-Khold

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Subject: BRenBot 1.30 is Released! Read for Features and Info

Posted by [Blazer](#) on Tue, 30 Dec 2003 16:59:00 GMT

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BRenBot isn't a competitor to BR.Net. BR.Net has features like the local ladder and nice GUI that are lacking in brenbot. BRenBot started out as a coding project of mine to remote admin a win32 server from a linux box. The windows server itself was too slow to run both the FDS and a windows admin prog like BR.Net, so I created brenbot to run on a linux box and remotely admin the windows server. From there mac and I have tag-teamed working on it and improving it. I decided to try and make it run ON windows, and thanks to ActiveState supporting POE (multithreading objects for Perl), it became possible.

In short, BRenBot is not meant to out-do BR.Net, rather to just extend my original concept of remote administration and integration of the Renegade FDS. There are other great bots out there, including GameBot and DragonServ. There will probably always be features that some have that the others don't, this doesn't make it a competition, it just gives server owners more choices and variety, which is a good thing

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [Kholdstare](#) on Tue, 30 Dec 2003 17:06:52 GMT  
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Don't ruin my hyper-happiness KTHXLOL :mrgreen: :mrgreen: :mrgreen: :mrgreen:  
:mrgreen:

-Khold

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [egg098](#) on Tue, 30 Dec 2003 18:03:12 GMT  
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Looks veeeery cool! Thing is, most other bots aren't publically available like BR.net and BRenBot are! \*nudges...certain people\*

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [Speedy059](#) on Tue, 30 Dec 2003 20:33:05 GMT  
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What time will this thing be released?

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [egg098](#) on Wed, 31 Dec 2003 01:26:06 GMT  
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I take it'll be released at BRenBot.com?

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [Majiin Vegeta](#) on Wed, 31 Dec 2003 02:46:16 GMT  
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nice work cant wait for its release

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [\[young\]mann](#) on Wed, 31 Dec 2003 11:27:25 GMT  
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yeah, nice

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [snipesimo](#) on Wed, 31 Dec 2003 15:59:50 GMT  
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Bah, yesterday is over and nothing. Thats what you get for giving them an exact date lol

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [Majiin Vegeta](#) on Wed, 31 Dec 2003 18:34:31 GMT  
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hehe i logged on hoping i can take a peek at this

whens we gonna see a release

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [egg098](#) on Wed, 31 Dec 2003 19:21:27 GMT  
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Who knows! This morning Mac said that he and Blazer had a couple of docs to write

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [Blazer](#) on Wed, 31 Dec 2003 21:48:06 GMT  
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Yes I have to write some docs on how to set it up, and we also discovered a bug which upon fixing required repackaging the archives. I will try to release the Win32 version today, and if mac isn't too hung over from New Years parties he will repackage and release the linux versions tonight/tommorrow.

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [egg098](#) on Thu, 01 Jan 2004 03:58:59 GMT  
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Sounds just great to me! Congrats on BRenBot Blazer - pretty damn good if you ask me! (Mac too....although he's probably as pissed as hell right now !) And HAPPY NEW YEAR GUYS!

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [\[young\]mann](#) on Thu, 01 Jan 2004 10:02:29 GMT  
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ye, happy new year!

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [coolmant](#) on Thu, 01 Jan 2004 12:35:07 GMT  
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Thank god, I could never get BR .NET to work anyways.

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [snipesimo](#) on Thu, 01 Jan 2004 19:47:59 GMT  
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If you are having problems with BR .Net, post here:  
<http://www.renevo.com/forum/forumdisplay.php?s=&forumid=34>

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [Alkaline](#) on Sat, 03 Jan 2004 00:57:23 GMT  
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wait... i'm confused here  
so whats the difference between brenbot and br.net?  
do you have to use irc if you are using brenbot?

is it better to have a linux server for brenbot or a windows server?

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [egg098](#) on Sat, 03 Jan 2004 02:38:13 GMT  
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[list]  
[\*]BRenBot is just like BR.NET but different.  
[\*]You don't HAVE to have IRC for BRenBot to work although it's good for when you're not in the game.  
[\*]There are two versions - one for windows fds, one for Linux - both the same, just run on the different OS.  
[/list:u]  
Hope that sorted ya out

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Subject: BRenBot 1.30 is Released! Read for Features and Info  
Posted by [Crimson](#) on Sat, 03 Jan 2004 02:48:14 GMT  
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Also, n00bstories.com offers IRC which you are welcome to host your bot on.

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Subject: BRenBot 1.30 is Released! Read for Features and Info

Posted by [snipesimo](#) on Sat, 03 Jan 2004 04:10:51 GMT

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BRenBot is made by Blazer and Mac and offers many different features. BRenBot was originally intended for Linux use only (But currently supports Linux and Win32). Command line interface, no GUI.

BR .Net is made by Dante and runs on Win32 and offers many different features. GUI included.

They both serve the purpose of moderating a Renegade server hosted using the Renegade FDS.

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Subject: BRenBot 1.30 is Released! Read for Features and Info

Posted by [Blazer](#) on Sat, 03 Jan 2004 19:24:08 GMT

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BRenBot is currently being beta tested by Sc0rian. mac and I plan on doing a full release later today. I would say more but due to some work circumstances I have been awake for about 28 hours now and Im about to fall over :lookround:

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Subject: BRenBot 1.30 is Released! Read for Features and Info

Posted by [Blazer](#) on Sun, 04 Jan 2004 08:49:02 GMT

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Okay Im awake again

Heres the readme info, download link coming in a bit...

<http://www.brenbot.com/readme.txt>

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Subject: BRenBot 1.30 is Released! Read for Features and Info

Posted by [Blazer](#) on Sun, 04 Jan 2004 11:01:36 GMT

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And now it is fully released. <http://www.brenbot.com>

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Subject: BRenBot 1.30 is Released! Read for Features and Info

Posted by [Majiin Vegeta](#) on Sun, 04 Jan 2004 17:53:45 GMT

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nice work blazer.. i downloaded it.. will install it next week when i get my second computer up

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Subject: ugh...i NEED a gui lol

Posted by [amid\\_tha\\_rubble](#) on Sat, 10 Jan 2004 23:52:36 GMT

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i guess i'm just lazy/too busy/easily confused.

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Subject: BRenBot 1.30 is Released! Read for Features and Info

Posted by [Blazer](#) on Sat, 10 Jan 2004 23:54:06 GMT

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1.31 is out now so locking this thread

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