Subject: BRenBot 1.31 is released
Posted by Blazer on Sat, 10 Jan 2004 23:55:40 GMT
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http://www.brenbot.com

Version 1.31 is mostly a maintenance release. Fixing a couple of bugs. As the readme says, if you allready have brenbot installed, extract only the brenbot.exe and overwrite yours with it...otherwise you will overwrite your brenbot.cfg and other files with the default ones.

Subject: BRenBot 1.31 is released
Posted by Alkaline on Sun, 11 Jan 2004 00:50:22 GMT
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do you have to have an irc server for this to work?

Subject: BRenBot 1.31 is released
Posted by Blazer on Sun, 11 Jan 2004 04:59:25 GMT
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It is designed to connect to an IRC server, but if it gets disconnected the ingame commands still work. You dont have to own an IRC server, you can connect it anywhere you wish.

Subject: broken
Posted by lynxwolf on Sun, 11 Jan 2004 09:34:07 GMT
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mac i still get this error for brenbot when i start it up maybe i need some modules or something?

Subject: BRenBot 1.31 is released
Posted by lynxwolf on Sun, 11 Jan 2004 09:39:48 GMT
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[lynxwolf@localhost redhat9]$ ./brenbot
Starting up renrem thread...
BRenBot 1.31 linux.
brenbot is Copyright 2003-2004 by Daniel Herda & Charles Jones. All Rights reserved.
Fatal Error: Primary IP not found!

Subject: BRenBot 1.31 is released
Posted by [HLOW]Tomten on Sun, 11 Jan 2004 16:08:24 GMT
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Lynx: http://www.renegadeforums.com/viewtopic.php?t=8526

"LFDS" and not LFDS in the config file

Subject: BRenBot 1.31 is released
Posted by coolmant on Thu, 22 Jan 2004 22:34:52 GMT
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Okay, I'll install it and tell you what I think, and if it works.

Subject: BRenBot 1.31 is released
Posted by Blazer on Fri, 23 Jan 2004 09:19:13 GMT
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Note Im finding more and more that the Primary IP not found! error is being caused by people running on shared hosting servers that have modes on /sbin/ifconfig such that normal users cannot run it...thus it cannot get the IP.

Subject: BRenBot 1.31 is released
Posted by Majiin Vegeta on Sat, 24 Jan 2004 05:53:36 GMT
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nice work blazer thnx

Subject: Brenbot Error
Posted by pyroacidk on Mon, 26 Jan 2004 10:38:23 GMT
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Brenbot loads and works"" - this and no commands work
 Runtime Error:Can't use an undefined value as an ARRAY reference at script/brenbot-131.pl line 4728.

happens when some1 joins

Thanx

Subject: Fixed that error
Posted by pyroacidk on Tue, 27 Jan 2004 07:42:40 GMT
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I think it was because fds was using svrcfg_cnc2.ini insted of svrcfg_cnc

THanx anyways

1 other thing!

i !setnextmap hourglass
it sez its doin it

but it doesnt work?!?

Subject: BRenBot 1.31 is released
Posted by cmdr1337 on Sun, 15 Feb 2004 02:55:21 GMT
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would it be possible to make it so temp mods cannot !kb Masters?

also; would it be possible to make it so admins cannot temp mod eachother, or temp mod masters? problem is that you cannot un-temp mod yourself when someone does this to you (unless in IRC).

Other than those two things, BRenBot is GREAT!

Subject: Things that could b added
Posted by pyroacidk on Sun, 15 Feb 2004 22:42:00 GMT
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2 things that i thought would b great if added!

1. Server Admins (ONLY) should be able to ghost there Nick
e.g before u enter the server, insted of authing , u could type a command, so that if u enter in less 5 mins u dont get the @NICKNAME, u cant get kicked (just incase), and when u want to b @NICKNAME u can auth to the bot!

COZ people go CAN I B A MOD (WHICH IS ANOYING WHEN UR TRYIN TO PLAY)

2. u shud b able to make mods in game e.g &

thanx!

ONLY SURGESTIONS!

Subject: BRenBot 1.31 is released
Posted by snipesimo on Sun, 15 Feb 2004 23:32:18 GMT
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that would be !atm and !dtm for temp mods

Subject: BRenBot 1.31 is released
Posted by pyroacidk on Mon, 16 Feb 2004 09:39:16 GMT
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yeah i know about temp mods but i mean & mods (ONLY B ADDED BY A @) not as in tempmods,

They could added to the admins list and brenbot restart or sumfin!

Subject: Problem in irc area!
Posted by pyroacidk on Fri, 27 Feb 2004 01:04:36 GMT
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U need to make the bot auto reconnect to the irc channel if it is kicked or looses connection to it.
because sometimes the server restarts but it only connects to mirc at the start then u need to
restart brenbot to get it back in irc!

Subject: BRenBot 1.31 is released
Posted by turretkill on Sun, 29 Feb 2004 01:14:32 GMT
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  Ok. I got several questions......... 1st. Does BRenbot have to be in a dedicated server? 2nd. How
to you get on irc and stuff like that. 3rd. Can you change the commands and stuff? 4th, How do
you activate BRenbot when in a game. 5th. How do you setup BRenbot and stuff...   Well thats all
of my questions. Please ansew and good job

Subject: BRenBot 1.31 is released
Posted by egg098 on Sun, 29 Feb 2004 01:50:49 GMT
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turretkill Ok. I got several questions......... 1st. Does BRenbot have to be in a dedicated server?
2nd. How to you get on irc and stuff like that. 3rd. Can you change the commands and stuff? 4th,
How do you activate BRenbot when in a game. 5th. How do you setup BRenbot and stuff...   Well
thats all of my questions. Please ansew and good job

1: Yes

2: Download mIRC from mIRC.com - connect to irc.n00bstories.com or a different network if you prefer.

3: You can add commands via mIRC, but that gets complicated   - you can't add them directly into BRenBot.

4: Just follow the instructions for BRenBot - it's activated as soon as it's connected to your server (FDS).

5: Download BRenBot (if you havn't already!) and read the helpfile - should all be in there

Note: You need a dedicated server which requires an FDS serial, which you can no longer get from EA - try asking if someone has a spare here!

Good luck

Subject: BRenBot 1.31 is released
Posted by turretkill on Sun, 29 Feb 2004 03:28:57 GMT
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   Someone told me you can call EA customer service or something like that and they'll email it to you is that true ? To get the FDS serial number.

Subject: BRenBot 1.31 is released
Posted by snipesimo on Sun, 29 Feb 2004 04:29:39 GMT
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yes