Subject: brenbot config broken Posted by tourolouco on Mon, 12 Jan 2004 02:13:44 GMT View Forum Message <> Reply to Message

Hi,

Unfortiunatly I had to move the FDS server to W2K to support Scripts/Reborn. I tried to install Brenbot on one of my linux machines, because somethings weird happends with the win32 version. (CPU load rocketing, clients dropping etc.. and errors like: DBD::SQLite::st execute failed: near "=": syntax error at modules.pm line 740.)

But when I state in the config that the target server is WIN32, it calls me a n00b.. "BotMode = WIN32 and running Linux? Eh. No. n00b." I think it's the other way around.. Can this option be implemented correctly?

Cheers

Subject: Re: brenbot config broken Posted by mac on Mon, 12 Jan 2004 13:47:43 GMT View Forum Message <> Reply to Message

Running a server on Linux automatically requires to have Botmode=LFDS.

Same with win32. Added this option because users forgot to set the right config option.

You're saying that you want to admin a win32 server from linux?

touroloucoHi,

Unfortiunatly I had to move the FDS server to W2K to support Scripts/Reborn. I tried to install Brenbot on one of my linux machines, because somethings weird happends with the win32 version. (CPU load rocketing, clients dropping etc.. and errors like: DBD::SQLite::st execute failed: near "=": syntax error at modules.pm line 740.)

But when I state in the config that the target server is WIN32, it calls me a n00b.. "BotMode = WIN32 and running Linux? Eh. No. n00b." I think it's the other way around.. Can this option be implemented correctly?

Cheers

Subject: brenbot config broken Posted by Blazer on Mon, 12 Jan 2004 17:26:30 GMT View Forum Message <> Reply to Message Note that you CAN admin a win32 server from linux, provided you use samba and mount the windows c:\westwood\renegadefds directory somewhere so you can read the renlog. This is a tricky configuration though so I didn't mention it in the readme.txt.

Page 2 of 2 ---- Generated from Command and Conquer: Renegade Official Forums