Subject: DBD::SQLite::ST execute failed: near "=": syntax e
Posted by aca20031 on Sun, 18 Jan 2004 20:56:31 GMT
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like the topic...it runs in irc and we can see game (at least public) and no !msg work...we've redone the remote admin and everthing..it just says DBD::SQLite::ST execute failed: near "=": syntax error at modules.pm line 753

Subject: DBD::SQLite::ST execute failed: near "=": syntax e
Posted by aca20031 on Sun, 18 Jan 2004 20:57:35 GMT
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it also isnt detecting any players but we can see thier chat...

Subject: DBD::SQLite::ST execute failed: near "=": syntax e
Posted by Blazer on Mon, 19 Jan 2004 03:40:13 GMT
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if !msg doesnt work and it says "No players" when you do a !pl then it means that remote admin is not working.  Doublecheck the following:

1. Your remote admin password is exactly 8 characters.
2. Your remote admin password in brenbot.cfg is the same as in server.ini
3. Your remote admin port in brenbot.cfg is the same as in server.ini
4. Your remote admin IP in brenbot.cfg is the same as in server.ini (usually 127.0.0.1 works)
5. You have botmode set to WIN32.

Subject: DBD::SQLite::ST execute failed: near "=": syntax e
Posted by Alkaline on Tue, 20 Jan 2004 18:41:22 GMT
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i get that error sometimes but it usually doens't affect anything...ofcourse I have brenbot running ok, so I dunno what it means if you haven't even gotten it to work yet...

Subject: DBD::SQLite::ST execute failed: near "=": syntax e
Posted by TnTaTTacK on Tue, 20 Jan 2004 23:27:47 GMT
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i have the same message
first i had brenbot running oke, but then i let br1.3 run also,with irc]
@first seemd oke but now i got the same message
then when i came home it was

out off mirc
msg b4 was bot  -o -q
bot wasn't in mirc anymore
dunno what happend
btw the !msg didn't show up in mirc ,but on br1.3&fds
!pi same result

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## Subject: DBD::SQLite::ST execute failed: near "=": syntax e
Posted by zunnie on Tue, 20 Jan 2004 23:55:05 GMT
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The bot gets de-opped possibly, check the IRC settings in brenbot.cfg and double check if you set the right auth options like Q or NickServ.

For NickServ it should be:


Nickservauth = 1
Nickservname = Nickserv
Nickservauth = identify password


Check the if the bot is using the right IP, port and password

RenRemLinuxHost = 127.0.0.1      #this IP should work if the Bot is on same pc as the FDS is. In the Server.ini you must leave the RemoteAdmin IP line BLANK!
RenRemLinuxPort = 4848           #this is Remote Admin Port, check if it matches the port set in your Server.ini
RenRemLinuxPassword = remopass    #this is the remote password obviously, make sure it matches the one in Server.ini and it [b]MUST[/b] be EXACTLY 8 chars long.


Check the paths to fds-cfg file and fds-logpath, if you installed in C:\RenFDS, then you should enter this: (if you used other dir, use that obviously)

FDSConfigFile = C:\RenFDS\Server\Data\FanMaps.ini
FDSLogFilePath = C:\RenFDS\Server\


If that all matches and is set correct, then there should be no problems. If there are, then check if your firewall gives BRenBot permission to access internet and allow the ports to be used.

[zunnie]

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## Subject: DBD::SQLite::ST execute failed: near "=": syntax e

Posted by TnTaTTacK on Wed, 21 Jan 2004 00:53:25 GMT
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it matches but the prob begin when i started brenbot &  br 1.3with (name bot+1)irc!
then some how it gets mixed up prob because ports probs
in mirc nothing in br1.3 & fds i could see everything even the commands

the !seen i typed in mirc and it showed up in br.1.3&fds(lol they came in pairs...)
but nothing in mirc
then brenbot starts saying something like ren_log not found
blabla in 120 secs
so they asumely cant work 2gether
btw if i start brenbot ,and then  br.1.3 without irc , br.1.3 hangs

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Subject: DBD::SQLite::ST execute failed: near "=": syntax e
Posted by zunnie on Wed, 21 Jan 2004 20:09:07 GMT
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I had that too once. It just occured the day after for some unknown reason, it was 'searching' for
renlog and didnt find nothing or it just crashed on the renewing wheel thing.

I uninstalled the FDS and installed it into an other directory and re-extracted BRenBot there and
re-configured it. It did work then. Try that yourself.

Or better - just thought of this- if the server hasnt run yet, then there is also no Renlog file in the
Server-dir. Run a game, and close the server so at least the renlog file exists. Then retry running
the bot and before doing so check its config

Also, the for the bot to identify itself, you must have registered that nick on your network.
(obviously  )

[zunnie]

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Subject: DBD::SQLite::ST execute failed: near "=": syntax e
Posted by TnTaTTacK on Thu, 22 Jan 2004 00:36:23 GMT
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 its registerd
duh... j/k
no what i meand was ..
everything was alreight,but when i run brenbot&&&&blaze.net (1.3)@the same time,it  diddn't
work anymore:S
seems that  blaze.net somehow get rit of the file(renlog)prob in its own log files
then brenbot can't find it anymore,if u do a restart fds&brenbot then close brenbot it i'll update the
renlog &all seems 2be oke
been running brenbot 2day just fine

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btw
some times (after renstat updating) when running blazer.net it crashes on start up(meaning !rules wont show up in server events,etc)
the fix (4me)was putting results0,1,2,3,4 back in the fds/server dir.with no results on it

| | Team | Score | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 0 | GDI | 0 | | | | | | |
| 0 | Nod | 0 | | | | | | |

| Player | Kills | Deaths | K/D | Credits | Score | Ladder | Rank |
|---|---|---|---|---|---|---|---|

,then restart blaze.net&fds &all the command work again :S
grtz aTTacK AkA Engeltjes;-)

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Subject: DBD::SQLite::ST execute failed: near "=": syntax e
Posted by zunnie on Thu, 22 Jan 2004 02:52:54 GMT
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that makes sense lol, there can be set only ONE remote admin port.
If BR. 1.3 uses it BEFORE BRenBot 1.31 then BRenBot cant use it becaus its 'in-use' and vice versa. You cannot run BR 1.3 and BRenBot 1.31 simultaniously.

<FanMapsBot> Error: could not find game results logfile :(

Thats all i get when i just ran RenStat and restart BRenBot, it doesnt crash for me, oly this tiny error. But it still functional and working the way it should after this.

[zunnie]

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Subject: DBD::SQLite::ST execute failed: near "=": syntax e
Posted by TnTaTTacK on Thu, 22 Jan 2004 11:08:59 GMT
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lol,@first it dit work>>some commands show up ingame as pairs
(!msg ello ppls)
host:(TnTaTTacK@irc)ello ppls
host:(TnTaTTacK@irc)elo ppls
but eventually it crashes the bot
brenbot is running nice again now
grtz aTTacK

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