Subject: !vote map <mapname> is not working
Posted by zunnie on Tue, 03 Feb 2004 05:00:06 GMT
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Everything is filled in correctly @ configuration, voting has been enabled and all that. Ive seen it work on other servers but it always gives an error "Map not found" for me somehow.

Anyone know how i can fix this?

[zunnie]

Subject: !vote map <mapname> is not working
Posted by Uberfahr on Tue, 03 Feb 2004 08:25:23 GMT
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Mapname is written without C&C_ (e.g. Under instead of C&C_Under). It works on our server. However, the vote process is buggy and fails constantly after a few seconds. Same with !votenextmap.

Subject: !vote map <mapname> is not working
Posted by zunnie on Tue, 03 Feb 2004 09:19:42 GMT
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I know how the syntax is. No matter how i put it,

!vote map C&C_Field.mix
!vote map C&C_Field
!vote map Field

!votenextmap C&C_Field.mix
!votenextmap C&C_Field
!votenextmap Field

None of them work...

[zunnie]

Subject: !vote map <mapname> is not working
Posted by Blazer on Tue, 03 Feb 2004 09:22:42 GMT
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does !maplist work? If not then most probably your firewall or something it blocking perlglob.exe from being launched by brenbot.exe (perlglob is used to parse filenames).

Subject: !vote map <mapname> is not working
Posted by zunnie on Tue, 03 Feb 2004 11:25:37 GMT
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Nope, on IRC !maplist only returns an empty line.
It doesnt work when i have firewall turned on neither does it work when i turn the firewall off.

No idea, this perglob should be able to be executed, theres nothing what could block it (i think?)

[zunnie]

Subject: !vote map <mapname> is not working
Posted by egg098 on Tue, 03 Feb 2004 19:29:15 GMT
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I get the same here - !rotation works fine, and detects maps in the maplist, but !maplist returns an empty line too:

<EggBot> !maplist
<DSBot> The following maps are installed:
<DSBot>

This causes !setnextmap to not work either:

<Egg098> !rotation
<DSBot> Host: The map rotation includes:
<DSBot> Host: [C&C_Complex.mix] C&C_Volcano.mix C&C_Canyon.mix C&C_Walls_Flying.mix
<Egg098> !setnextmap canyon
<DSBot> Host: [BR] ERROR: canyon not found.

I tried with my firewall turned on/off - same result for both

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Subject: !vote map <mapname> is not working
Posted by Blazer on Wed, 04 Feb 2004 06:44:13 GMT
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Hmm definitely an issue with perlglob, or the path to the data directory not set right. Do you have spaces in your defined paths?

Subject: !vote map <mapname> is not working
Posted by zunnie on Wed, 04 Feb 2004 14:09:55 GMT
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BlazerHmm definitely an issue with perlglob, or the path to the data directory not set right. Do you

have spaces in your defined paths?

FDSConfigFile = G:\Westwood\FDS\Server\Data\FanMaps.ini
FDSLogFilePath = G:\Westwood\FDS\Server\
path to the data directory ???

G:\Westwood\BRenBot-131
G:\Westwood\FDS\Server\
G:\Westwood\FDS\Server\data

!rotation does work on both IRC and In-Game so in a way its not a problem the !maplist doesnt work, but because of this the !setnextmap, !vote nextmap and !vote map dont work neither :/

[zunnie]

Subject: !vote map <mapname> is not working
Posted by Blazer on Wed, 04 Feb 2004 16:05:25 GMT
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Yeah !rotation always works, since it just gets that info from your .ini file. !maplist however parses out the list of maps it finds in your data directroy (using perlglob.exe). I will look into the issue further.

Subject: !vote map <mapname> is not working
Posted by zunnie on Wed, 04 Feb 2004 22:32:00 GMT
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Any luck yet?

still not working :'(after numerous reinstalls etc [/edit]
[zunnie]

Subject: !vote map <mapname> is not working
Posted by danpaul88 on Sat, 05 Jun 2004 08:01:15 GMT
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hav u turned voting on ??

in the brenbot.cfg file

# Set this to 0 or anything but 1 to disable voting.
VotingEnabled = 0

set this to 1 for voting, it comes as disabled (i only started using brenbot a week ago and it took

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me a while to figure this out)