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Subject: BRenBot to FDS Communication Problem  
Posted by [cmdr1337](#) on Fri, 13 Feb 2004 00:29:04 GMT  
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I am having problems getting BRenBot to communicate with the FDS.

Problem is clearly illustrated by:  
BRenBot will accept commands and respond; ex. !help produces help commands.  
IRC commands (ex. !pi) produce "no players." when 12 are currently in game.  
Note; !gi will show how many people are on each team, FPS, map, time, etc.

BRenBot is having NO problem connecting to my channel on irc.n00bstories.com, or identifying itself to nickserv.  
remote admin ip= blank for server.ini, BRen remote admin is set to match server.ini settings, besides that (BRen has 127.0.0.1 remote ip).

I don't understand what is wrong, so I'm posting it here. Please give me some helpful feedback, it would be greatly appreciated.

Thanks.

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Subject: BRenBot to FDS Communication Problem  
Posted by [snipesimo](#) on Fri, 13 Feb 2004 01:48:34 GMT  
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try !players

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Subject: BRenBot to FDS Communication Problem  
Posted by [cmdr1337](#) on Fri, 13 Feb 2004 01:56:06 GMT  
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snipesimotry !players"no players."  
come to #cmdserv at irc.n00bstories.com, be a half-op or something and take a look at this crap for yourself if you like

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Posted by [snipesimo](#) on Fri, 13 Feb 2004 02:08:31 GMT  
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Seems very odd, if it can get game\_info then its talking to the FDS, and reading the log-file. I would need to see the entire config file.

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Posted by [cmdr1337](#) on Fri, 13 Feb 2004 02:34:16 GMT  
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```
#--Start Configuration-IRC-----
# Edit the information below for your setup.
# At least edit BotName and IrcChannel.
BotName = cmdserv
BotFullName = cmdserv
IrcServer = irc.n00bstories.com
IrcPort = 6667
IrcChannel = #cmdserv
#---Q/NickServ-----
# Enable auth via "Q" or "NickServ" below. Sample input is shown.
Qauth = 0
Qusername =
Qpassword =
# Note for NickServ auth you give the name of nickserv and the full ident string as example
NickServauth = 1
NickServname = NickServ
NickServauth = identify cmdserv <nick_password>
#--Windows or Linux-----
# BotMode MUST be "WIN32" for windows servers, or "LFDS" for Linux servers.
BotMode = WIN32
#--Remote Admin Settings-----
# The next 3 lines should be the same info that is in your server.ini
# Note: Although it says "Linux" its the same for Win32 :)
RenRemLinuxHost = 127.0.0.1
RenRemLinuxPort = 5001
RenRemLinuxPassword = <remote_admin_password>
#--FDS Installation-----
# Verify these paths are correct with your Renegade installation.
# Note: FDSLogFilePath must end with the trailing slash (as example below)!!
# Note: Linux users use forward slashes (/) in your paths.
FDSConfigFile = C:\Westwood\RenegadeFDS\Server\Data\svrcfg_cnc.ini
FDSLogFilePath = C:\Westwood\RenegadeFDS\Server\
#--Miscellaneous Settings-----
# Every x minutes the bot will announce a random line from AutoAnnounceFile.
AutoAnnounceInterval = 600
# LadderLookup currently not working. Do not turn it on or it will hang the bot.
EnableLadderLookup = 0
# Set this to 0 or anything but 1 to disable voting.
VotingEnabled = 1
# How long people get to place votes. Default here is 60 seconds.
VotingPeriod = 60
# Set vehicle kick to 1 for Sniper servers
VehicleKick = 1
#--BR Configuration Files-----
# BR Config Files - You shouldn't have to change these names. You can still open them with
```

notepad.  
AutoAnnounceFile = autoannounce.brf  
Messagesfile = messages.brf  
AdminsFile = admins.brf  
MastersFile = masters.brf  
KickLogFile = kicklog.brf  
BanLogfile = banlog.brf  
#--End Configuration-----

I am running the "snipe only" mod by Vloktboky. since n00bsvr02 uses this (crimson79), I figured it would not be the problem...perhaps I am wrong?

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Posted by [cmdr1337](#) on Fri, 13 Feb 2004 03:02:51 GMT  
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Note to anyone with a router, make SURE you tell it to forward remote admin port to the server!!

Thankyou snipesimo, without you I wouldn't have thought about it!  
I already had port 4848 (renegade) & port 6667 (irc) forwarded, I just forgot about remote admin!!

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Subject: BRenBot to FDS Communication Problem  
Posted by [snipesimo](#) on Fri, 13 Feb 2004 03:04:28 GMT  
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No problem

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