
Subject: BRenBot 1.33 Released!

Posted by [Blazer](#) on Thu, 08 Apr 2004 13:16:41 GMT

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BRenBot 1.33 is now co-released with RenGuard! BRenBot has over 20 bugfixes and features, with many more planned. Most of the bugs were fixed due to peoples suggestions on mantis.n00bstories.com (see <http://www.renforums.com/viewtopic.php?t=9557>).

Head on over to <http://www.brenbot.com> for info and downloads.

Here are just a few of the fixes:

1. RenGuard Support (see RenGuard section)
2. Added !rehash command which reloads all configs (so you dont have to restart the bot after adding moderators etc.)
3. BRenbot now rejoins channel if kicked.
4. Reconnects to IRC if disconnected.
5. Proper spacing of name column in !playerinfo
7. Removed dependency on perlglob.exe. Now using internal directory scanning code to get mapnames.
8. The above also fixes the "!shownextmap doesn't work" issue, as well as the "!setnextmap or !vote map blah" sets to an invalid map issue.
12. Fixed bug where config file was not parsed correctly depending on spaces around the equal signs.
13. Removed hard coded autoresponses for "refill", "base to base", and "spawn kill".
14. Fixed issue with not getting a rec for most kills if you have zero deaths.
15. Removed !ban powers from TempMods.
16. Added highlighting of mods/tempmods names in !playerinfo
17. Added bounds checking for all msg commands to prevent buffer overflow/FDS crash exploit (including !setjoin!/viewjoin).
18. General code optimizations.
19. recommendations join text are now external and customizable as recs.txt

Subject: BRenBot 1.33 Released!

Posted by [Matt2405](#) on Thu, 08 Apr 2004 13:24:38 GMT

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Do you and your team ever stop?

Subject: BRenBot 1.33 Released!

Posted by [Blazer](#) on Thu, 08 Apr 2004 13:28:54 GMT

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Not even for sleep...which is probably why there are several typos in the readme file

Subject: BRenBot 1.33 Released!

Posted by [\[HLOW\]Tomten](#) on Thu, 08 Apr 2004 13:50:20 GMT

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I got it, cant make it work on suse9.0 tho

Subject: Re: BRenBot 1.33 Released!

Posted by [Majiin Vegeta](#) on Thu, 08 Apr 2004 15:39:46 GMT

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Blazer

17. Added bounds checking for all msg commands to prevent buffer overflow/FDS crash exploit (including !setjoin!/viewjoin).

i remember when ACK did that xD

nice work bots been improved alot thnx!

Subject: BRenBot 1.33 Released!

Posted by [Creed3020](#) on Thu, 08 Apr 2004 17:37:24 GMT

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Sweet Blazer I'll be running it by the end of the night.

BTW Blazer. Nice changing the background of the website so much more colourful now lol...

Subject: BRenBot 1.33 Released!

Posted by [Blazer](#) on Thu, 08 Apr 2004 18:12:09 GMT

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[HLOWTomten]I got it, cant make it work on suse9.0 tho

Would you consider giving mac a non-root account on your box so that he can compile it for suse9?

Subject: BRenBot 1.33 Released!
Posted by [Creed3020](#) on Fri, 09 Apr 2004 01:28:46 GMT
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Do I need to uninstall the old version first?

Subject: BRenBot 1.33 Released!
Posted by [Uberfahr](#) on Fri, 09 Apr 2004 09:43:37 GMT
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Great, Blazer. Are the server info html templates in the Win version running correctly now?

Subject: BRenBot 1.33 Released!
Posted by [zunnie](#) on Fri, 09 Apr 2004 16:23:04 GMT
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I liked the bugfixes Blazer but theres also a big problem with the bot on IRC
It laggggss the hell out of the chan. Not in-game but it takes about 10+ seconds for IRC
commands to be processed.

I reverted back to v 131 until thats fixed and installed the ssc-renguard version instead for now.

Any idea what causes this??
With brenbot 131 and the ServerSideClient of RenGuard there are no problems at all :S
Sorry for bad news

[zunnie]

Subject: BRenBot 1.33 Released!
Posted by [Buggy](#) on Sat, 10 Apr 2004 14:23:48 GMT
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How, can I start Brenbot? If I start Putty and brenbot it shows me:
linux:/home/Server # ./brenbot
Usage: ./brenbot [-Alib.par] [-ldir] [-Mmodule] [src.par] [program.pl]
./brenbot [-B|-b] [-Ooutfile] src.par

What must I do, to start brenbot?
Thx for brenbot

Subject: BRenBot 1.33 Released!
Posted by [Blazer](#) on Sun, 11 Apr 2004 08:34:57 GMT

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There is an issue with the 1.33 brenbot of self-throttling its irc output. Im working on a fix.

Subject: BRenBot 1.33 Released!
Posted by [Creed3020](#) on Sun, 11 Apr 2004 21:47:35 GMT

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Ya our bot reports very slowly. I can leave our server and rejoin before any of that log is shown in IRC.

Subject: BRenBot 1.33 Released!
Posted by [visorneon](#) on Sun, 11 Apr 2004 23:31:41 GMT

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lol when i saw "here are a few fixes" i expected 2 or 3, then i see 19 lol- nice work, the !rehash command is very handy!, no disturbing the players now

Subject: BRenBot 1.33 Released!
Posted by [Blazer](#) on Mon, 12 Apr 2004 10:19:49 GMT

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Yep Im going to add more fixes and features into 1.34 which will be out very soon. It will also address the slow-output issue.

Subject: BRenBot 1.33 Released!
Posted by [egg098](#) on Mon, 12 Apr 2004 10:54:17 GMT

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Nice one! The IRC-output can get slightly on the annoying side! -- TheN00bsvr01 was behind on IRC by about 5mins
Good work :bigups:

Subject: BRenBot 1.33 Released!
Posted by [Hex](#) on Mon, 12 Apr 2004 12:42:39 GMT

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egg098Nice one! The IRC-output can get slightly on the annoying side! -- TheN00bsvr01 was behind on IRC by about 5mins
Good work :bigups:

That issues been fixed bot side afaik

Subject: BRenBot 1.33 Released!

Posted by [\[HLOW\]Tomten](#) on Mon, 12 Apr 2004 18:35:04 GMT

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BuggyHow, can I start Brenbot? If I start Putty and brenbot it shows me:

```
linux:/home/Server # ./brenbot
```

```
Usage: ./brenbot [ -Alib.par ] [ -ldir ] [ -Mmodule ] [ src.par ] [ program.pl ]
```

```
./brenbot [ -B|-b ] [-Ooutfile] src.par
```

What must I do, to start brenbot?

What linux OS are you running?

Blazer: Already gave mac a none root acc on the suse9.0 box and he will fix it when he got time I was told.

Subject: BRenBot 1.33 Released!

Posted by [Buggy](#) on Mon, 12 Apr 2004 23:37:31 GMT

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I have SuSE 8.2. Can you help me?

Subject: BRenBot 1.33 Released!

Posted by [Blazer](#) on Tue, 13 Apr 2004 01:32:46 GMT

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there was a corruption of all the linux 1.33 versions. 1.34 will fix that.
