Subject: Brenbot question
Posted by Deathz0r on Fri, 27 Apr 2007 13:35:39 GMT
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When i use !msg to send a msg ingame, how do i get it to display on IRC as well as ingame?

Subject: Re: Brenbot question
Posted by Genesis2001 on Fri, 27 Apr 2007 14:48:29 GMT
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Ummm..It should already show it in IRC as well as ingame...

If you're having trouble with it showing up ingame, check your Remote Admin settings in your server.ini and brenbot.cfg files.

If it's not showing up in IRC but it's showing ingame, then I dunno the problem.

-Thanks,
MathK1LL

Subject: Re: Brenbot question
Posted by jnz on Fri, 27 Apr 2007 14:51:26 GMT
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Shouldn't be like:

RoShamBo> !msg lol, you n00bs
BrenBot> Host: (RoShamBo): lol, you n00bs

???

Subject: Re: Brenbot question
Posted by Deathz0r on Fri, 27 Apr 2007 15:32:19 GMT
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yeah it dosent seem to do that >_>

also. can u run an fds on a pc and play on the server using the same pc? or wont that work?

im only setting up a small server for friends so i dont really want to have to rent a box >_>

Subject: Re: Brenbot question
Posted by Yrr on Fri, 27 Apr 2007 16:23:39 GMT
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Deathz0r wrote on Fri, 27 April 2007 17:32also. can u run an fds on a pc and play on the server using the same pc? or wont that work?

im only setting up a small server for friends so i dont really want to have to rent a box >_>

It works on two ways:
#1 Start Your game before you start the FDS.
#2 Add +Multi to your game's command line parameters.

Subject: Re: Brenbot question
Posted by Deathz0r on Fri, 27 Apr 2007 19:28:18 GMT
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you will have to explain more clearly lol. im new to all this stuff

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Subject: Re: Brenbot question
Posted by Genesis2001 on Fri, 27 Apr 2007 19:34:43 GMT
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What he means is to append the path with +multi like so:

Start -> Run -> "C:\Westwood\Renegade\Renegade.exe" +multi

-Thanks,
MathK1LL

Subject: Re: Brenbot question
Posted by Deathz0r on Fri, 27 Apr 2007 19:49:03 GMT
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hmm that dosent work. i followed what he said. i start up the game. then load the FDS which starts. but ingame i cannot refresh the server listings once the FDS is up...

Subject: Re: Brenbot question

Posted by Yrr on Fri, 27 Apr 2007 19:54:55 GMT
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You'd connect directly using this command line:

"C:\Westwood\Renegade\Game.exe" +Connect <ip:port> +NetPlayerName <nickname> +Multi

example:
"C:\Westwood\Renegade\Game.exe" +Connect 192.168.0.1:4848 +NetPlayerName Deathz0r +Multi

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Subject: Re: Brenbot question
Posted by Deathz0r on Fri, 27 Apr 2007 19:58:28 GMT
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ok i tryed that too. renegade refuses to load up.

Subject: Re: Brenbot question
Posted by Yrr on Fri, 27 Apr 2007 20:01:01 GMT
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refuses? any errors? what's your command line?

Subject: Re: Brenbot question
Posted by Deathz0r on Fri, 27 Apr 2007 20:01:57 GMT
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none. nothing at all comes up. just refuses

Subject: Re: Brenbot question
Posted by Yrr on Fri, 27 Apr 2007 20:04:22 GMT
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command line?

Subject: Re: Brenbot question
Posted by Deathz0r on Fri, 27 Apr 2007 20:05:48 GMT
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c:\westwood\renegade\game.exe +connect 82.27.73.2:6978 +NetPlayerName Deathz0r +multi

Subject: Re: Brenbot question
Posted by Yrr on Fri, 27 Apr 2007 20:08:24 GMT
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If the FDS is on your computer, better use your local IP, not your online IP.
if you use RenGuard: c:\westwood\renegade\game2.exe +connect <localIP>:6978
+NetPlayerName Deathz0r +multi

Subject: Re: Brenbot question
Posted by Deathz0r on Fri, 27 Apr 2007 20:20:47 GMT
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erm my local ip is the same as my external ip....

Subject: Re: Brenbot question
Posted by Yrr on Fri, 27 Apr 2007 20:24:55 GMT
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really? k.
But I have no more ideas why the game doesn't even start.

Subject: Re: Brenbot question
Posted by Deathz0r on Fri, 27 Apr 2007 20:26:17 GMT
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meh its ok. thank for the help anyways.