Subject: carnage
Posted by joel-nl on Tue, 10 Jul 2007 11:41:43 GMT
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i can't get brenbot 1.50 build 2 working
it's disconnecting from renguard
it's using 100 pct cpu time
it's not generating gamespy queries
and renegadefds is at 1 fps
im at a loss, what is going on

Subject: Re: carnage
Posted by danpaul88 on Tue, 10 Jul 2007 12:20:25 GMT
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Which plugins have you installed, and are you using the windows or linux version. Also does the
problem exist with build 1?

Subject: Re: carnage
Posted by joel-nl on Tue, 10 Jul 2007 12:49:30 GMT
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no plugins, windows32 version, and it does happen in brenbot 1,50 build 1 aswell.

Subject: Re: carnage
Posted by joel-nl on Tue, 10 Jul 2007 12:55:21 GMT
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File Attachments
1) untitled.bmp, downloaded 659 times

Subject: Re: carnage
Posted by danpaul88 on Tue, 10 Jul 2007 14:33:57 GMT
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Its most likely due to the fact that constantly reconnecting to RG is leaving some sessions open
that are busy trying to send data to the RG master server. Either your IP has been banned from
the RG network or your firewall is blocking it.

Subject: Re: carnage
Posted by joel-nl on Tue, 10 Jul 2007 15:04:51 GMT
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I made a mistake in server.ini
Port = instead of Port = 0
GameSpyGamePort = instead GameSpyGamePort = 0
GameSpyQueryPort = instead GameSpyQueryPort = 0

But i still can't get the gamespy queries working:
my settings are:

in brenbot.cfg:
Generate_Gamespy_Queries = 1
GameSpyQueryPort = 25300
Broadcast_Server_To_Gamespy = 1
GameSpy_IP = 77.249.250.xx

in server.ini
[Server]
Config = svrcfg_cnc.ini
GameType = WOL
Nickname = JEEBEE78
Password = xxxxxxxx
Serial = xxxxxxxxxxxxxxxxxxxxx
LoginServer = USA Server
Port = 0
GameSpyGamePort = 0
GameSpyQueryPort = 0
BandwidthUp = 0
NetUpdateRate = 10
AllowRemoteAdmin = true
RemoteAdminPassword = xxxxxxxx
RemoteAdminIP = 127.0.0.1
RemoteAdminPort = 4949

Subject: Re: carnage
Posted by danpaul88 on Tue, 10 Jul 2007 16:05:16 GMT
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If both GameSpy and RenGuard can't connect properly it suggests your firewall is blocking them.

Subject: Re: carnage
Posted by joel-nl on Tue, 10 Jul 2007 16:11:43 GMT

Renguard is no problem amymore but the the gsa queries don't work. I have opened port 4848 & 25300 on the router but i have tried using a direct connection on the modem and still no gsa queries so the ports shouldnt be a problem.

Subject: Re: carnage
Posted by danpaul88 on Tue, 10 Jul 2007 17:50:31 GMT

Did you open 25300 UDP or TCP? I think that port needs both TCP and UDP open IIRC.

Subject: Re: carnage
Posted by ExEric3 on Tue, 10 Jul 2007 19:49:00 GMT

For RenServer with GameSpy are needed only 2 ports.

4848 UDP for server.dat
25300/23500 UDP for GameSpy

Subject: Re: carnage
Posted by joel-nl on Wed, 11 Jul 2007 01:25:14 GMT

my router always does UDP and TCP but even without the router it didnt work

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Subject: Re: carnage
Posted by joel-nl on Fri, 13 Jul 2007 11:01:57 GMT

the weird thing is
when i try
gamespy in server.ini no problem
normal queries in ase and server is accesable

when i try wol in server.ini no problem
server is accesable on wol

but when i try
wol + gamespy via brenbot 1.50
no queries in ase and server is accesable on wol but not on ase

Subject: Re: carnage
Posted by danpaul88 on Fri, 13 Jul 2007 11:59:19 GMT
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BRenBot does not support ASE, only the default GSA client. I don't have the protocol for ASE and therefore cannot support it.

Subject: Re: carnage
Posted by pe21789 on Fri, 13 Jul 2007 18:09:59 GMT
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joel-nl wrote on Fri, 13 July 2007 13:01the weird thing is
when i try
gamespy in server.ini no problem
normal queries in ase and server is accesable

when i try wol in server.ini no problem
server is accesable on wol

but when i try
wol + gamespy via brenbot 1.50
no queries in ase and server is accesable on wol but not on ase

Use Renegade Ressurection http://www.icefinch.net/en
And you will see your Server on WOL,GSA and ASE ^^

Subject: Re: carnage
Posted by joel-nl on Sat, 14 Jul 2007 11:41:57 GMT
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danpaul88 wrote on Fri, 13 July 2007 13:59BRenBot does not support ASE, only the default GSA client. I don't have the protocol for ASE and therefore cannot support it.

I read in README - BRenBot 1.50.txt the following:
BRenBot 1.50 includes a GSA protocol system which improves on that in the current version of WOLSpy.

I don't see this as an improvement not being able to generate ase queries wheras wolspy 1.22 could. Moreover the normal Renegadefds is able to generate ase queries but not in wol mode.

For the ase protocol:
http://www.int64.org/docs/gamestat-protocols/ase.html

Subject: Re: carnage
Posted by danpaul88 on Sat, 14 Jul 2007 11:56:29 GMT
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It improves on the GSA part of WOLSpy, as it uses the updated GSA protocol. That's why its called a GSA protocol system, and NOT an ASE protocol system.