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Subject: BRenBot Problem (WIN32)

Posted by [egg098](#) on Sun, 04 Jan 2004 16:12:56 GMT

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```
Quote:#--Start Configuration-IRC-----
# Edit the information below for your setup.
# At least edit BotName and IrcChannel.
BotName = DSBot
BotFullName = BlazeRegulator/BRenBot 1.30 Win32
IrcServer = irc.n00bstories.com
IrcPort = 6667
IrcChannel = #deathserv
#---Q/NickServ-----
# Enable auth via "Q" or "NickServ" below. Sample input is shown.
Qauth = 0
Qusername = RenBot01
Qpassword = mypassword
# Note for NickServ auth you give the name of nickserv and the full ident string as example
NickServAuth = 1
NickServName = NickServ
NickServAuth = identify *****
#--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 = *****
#--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:\Program
Files\Games\Renegade\RenegadeFDS\Server\data\copsandrobbers.ini
FDSLogFilePath = C:\Program Files\Games\Renegade\RenegadeFDS\Server\
#--Miscellaneous Settings-----
# Every x minutes the bot will announce a random line from AutoAnnounceFile.
AutoAnnounceInterval = 2
# 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 = 0
```

```
#--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-----
```

Is there anything wrong with this? (btw there's no new line after program in the fds config file bit - it's just how it came out on here!)

When I run BRenBot it logs into IRC fine and identifies itself ok. Player updates also appear on the FDS. However no messages from BRenBot appear in IRC and it detects no players, even though there are some in the game. The !msg command 1/2 works - nothing appears from the bot in IRC but it does in the FDS (Egg098@IRC: test)

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Subject: BRenBot Problem (WIN32)  
Posted by [snipesimo](#) on Sun, 04 Jan 2004 17:05:22 GMT  
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Most people have a 127.0.0.1 auto loop-back secure VPN set-up via a firewall. If you are unsure if you do, or know you don't have one, then set the IP to your real IP, or if the computer is networked, the local IP. I am not sure if this will work for BRenBot I am just going with my knowledge of BR .Net.

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Subject: BRenBot Problem (WIN32)  
Posted by [\[HLOW\]Tomten](#) on Sun, 04 Jan 2004 17:05:33 GMT  
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BotMode = "WIN32"

Try that

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Subject: BRenBot Problem (WIN32)  
Posted by [egg098](#) on Sun, 04 Jan 2004 17:54:17 GMT  
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nevermind - i fixed it...i don't think it liked the space in Program Files, so i reinstalled the FDS to C:\Westwood instead and all workie now!

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Subject: BRenBot Problem (WIN32)  
Posted by [Yano](#) on Sun, 04 Jan 2004 18:16:21 GMT  
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egg098nevermind - i fixed it...i don't think it liked the space in Program Files, so i reinstalled the FDS to C:\Westwood instead and all workie now!  
same here

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Subject: BRenBot Problem (WIN32)  
Posted by [Crimson](#) on Sun, 04 Jan 2004 22:24:41 GMT  
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Blazer will look into that for you.

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Subject: BRenBot Problem (WIN32)  
Posted by [egg098](#) on Mon, 05 Jan 2004 01:40:29 GMT  
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HmmMMMMmm...new problem! Blazer told me to post it on here as a reminder to him so here it is!

DBD::SQLite::st execute failed: near "=": syntax error at modules.pm line 740.

I get that each time i run BRenBot. Everything works fine except for the autoinvite and autorecommendation systems (the module is on).

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Subject: BRenBot Problem (WIN32)  
Posted by [Blazer](#) on Mon, 05 Jan 2004 03:29:33 GMT  
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I fixed autorecs, I dont see any issue with autoinvite (unless you are GSA mode of course which has no page functionality). I am looking into the SQL error.

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Subject: BRenBot Problem (WIN32)  
Posted by [egg098](#) on Mon, 05 Jan 2004 11:35:51 GMT  
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Ok good...i'll try the autorecs again. Another thing is that it won't detect any maps installed for my server...is there anything i have to set for this at all?

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Subject: BRenBot Problem (WIN32)

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Posted by [Rici1981](#) on Mon, 05 Jan 2004 14:00:14 GMT

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our bot will allways kickt from quakenet by the command !playerinfo. we have a bigger server up to 40 players. can the sentbuffer set hiher that the bot dont flood?

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Subject: BRenBot Problem (WIN32)

Posted by [egg098](#) on Mon, 05 Jan 2004 15:21:51 GMT

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The !playerinfo (!pi) command will do that, and it can't be helped i think. If you want to see the players, do !playerlist (!pl). If you want to see the score for a particular player, do "!pi playername".

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Subject: BRenBot Problem (WIN32)

Posted by [Blazer](#) on Mon, 05 Jan 2004 19:42:32 GMT

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are you still having issues with !maplist ?

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Subject: BRenBot Problem (WIN32)

Posted by [egg098](#) on Tue, 06 Jan 2004 18:56:23 GMT

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SQL error has disappeared but the !maplist things still there - it won't detect any maps (which makes it say the map's not found when i do !setnextmap etc)

16:53pm [@Egg098] !maplist

16:53pm [@DSBot] The following maps are installed:

16:53pm [@DSBot]

That's what I get!

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Subject: BRenBot Problem (WIN32)

Posted by [Blazer](#) on Wed, 07 Jan 2004 10:57:30 GMT

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redownload it and extract the 2 exe files. That should fix your problem.

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