
Subject: BRenBot 1.50 build 2

Posted by [danpaul88](#) on Mon, 04 Jun 2007 20:39:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Small update to BRenBot 1.50 to fix issues with the new RenGuard network updates. Disconnected players will no longer be kicked immediately, but will instead be checked again in 15 seconds to see if they have reconnected. If they have not then they will be dealt with as a new player with no RenGuard, and can be forceRG'ed.

If the server is full RenGuard or they have been forced to use RenGuard and they have not reconnected after the 15 seconds they will be kicked from the server.

This update has NOT been extensively tested, and therefore I strongly recommended that you take a backup of your existing brenbot.exe file in the event that you need to revert to that version. If you have any problems with this new build please post them here.

Unfortunately I cannot provide a Linux version of 1.50 build 2 at this time.

File Attachments

1) [br_1-50-2_Win.zip](#), downloaded 4905 times

Subject: Re: BRenBot 1.50 build 2

Posted by [Creed3020](#) on Tue, 05 Jun 2007 02:41:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Great job on getting this released but there may be problems.

Replaced my brenbot.exe with new file and now I have a problem.

Started up BR and it just sits there and then goes away.

Started it up in a cmd line.

Got this error:

Quote:C:\Documents and

Settings\username>C:\Westwood\RenegadeFDS5\Server\BRenBot\brenbot.exe

Warning: Unable to load presets from presets.brf

Error while reading commands.xml!

File does not exist: commands.xml at commands.pm line 29

Not sure if it correct or not but I can't seem to find a crash log.

Subject: Re: BRenBot 1.50 build 2
Posted by [Goztow](#) on Tue, 05 Jun 2007 06:22:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

You need to be in the working directory to start it. Do cd
C:\Westwood\RenegadeFDS5\Server\BRenBot

and then do

brenbot.exe

Subject: Re: BRenBot 1.50 build 2
Posted by [ST3ALTH](#) on Tue, 05 Jun 2007 11:10:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

What he said :p

Or just go to the directory itself and start it up?

Subject: Re: BRenBot 1.50 build 2
Posted by [Crimson](#) on Tue, 05 Jun 2007 19:32:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

This alteration has worked perfectly for me. I have not seen any mass kicks reported since I started running the fix.

Subject: Re: BRenBot 1.50 build 2
Posted by [Buggy](#) on Tue, 05 Jun 2007 20:43:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice work and on linux?

Subject: Re: BRenBot 1.50 build 2
Posted by [danpaul88](#) on Tue, 05 Jun 2007 21:10:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson, your running the 1.51 beta if I am not mistaken, this is the same fix but applied to the old 1.50 code.

Buggy: At this time I don't have a linux machine to compile this on, and the person who usually compiles these things only has the 1.51 source code.

Subject: Re: BRenBot 1.50 build 2
Posted by [Creed3020](#) on Thu, 07 Jun 2007 02:31:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Tue, 05 June 2007 02:22 You need to be in the working directory to start it. Do
cd C:\Westwood\RenegadeFDS5\Server\BRenBot

and then do

brenbot.exe

Thanks for the tip Goz.

Here is what it said now:

Quote:C:\Westwood\RenegadeFDS5\Server\BRenBot>brenbot.exe
Can't locate Sort/Array.pm in @INC (@INC contains: CODE(0xf30780) C:\DOCUME~1\EoERen\LOCALS~1\Temp\1\par-EoERen\cache-1180989207/inc/lib C:\DOCUME~1\EoERen\LOCALS~1\Temp\1\par-EoERen\cache-1180989207/inc CODE(0xd79244) .) at results.pm line 25.
BEGIN failed--compilation aborted at results.pm line 25.
Compilation failed in require at script/brenbot.pl line 54.
BEGIN failed--compilation aborted at script/brenbot.pl line 54.

C:\Westwood\RenegadeFDS5\Server\BRenBot>

Something seems to be wrong with bringing in the existing ladder files.

Subject: Re: BRenBot 1.50 build 2
Posted by [Goztow](#) on Thu, 07 Jun 2007 06:51:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

You might want to PM danpaul.

Subject: Re: BRenBot 1.50 build 2
Posted by [danpaul88](#) on Thu, 07 Jun 2007 10:25:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Apparently that module is indeed missing from the exe file, I have recompiled it and it's in there now so I don't know why perl decided not to bother putting it in.

Updated download;

(Can someone edit the first post to mention this as I can't edit it anymore, thanks)

File Attachments

1) [br_1-50-2_Win.zip](#), downloaded 760 times

Subject: Re: BRenBot 1.50 build 2
Posted by [Creed3020](#) on Fri, 08 Jun 2007 03:43:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well that certainly got us farther. BR actually started up this time. Thank you Dan for working that bug out.

I did include a screen capture though because there were some lines that looked less than perfect. Something to do with the ranks plugin.

File Attachments

1) [br1.5_build2.JPG](#), downloaded 697 times

Subject: Re: BRenBot 1.50 build 2

Posted by [danpaul88](#) on Fri, 08 Jun 2007 07:14:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Apparently an issue we had with the 1.51 beta has propagated back to this build. It's something to do with changes in the core perl files that handle XML files.

Put this exe in your BRenBot folder and run it and it should solve any XML problems. BRenBot is running fine already, it just cant load your plugins at the moment.

File Attachments

1) [br_fixXML.exe](#), downloaded 758 times

Subject: Re: BRenBot 1.50 build 2
Posted by [Creed3020](#) on Sun, 10 Jun 2007 15:12:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I will give it a try soon! Thanks for coming up with a fix, lets hope it works out alright.

Subject: Re: BRenBot 1.50 build 2
Posted by [silentevil](#) on Fri, 22 Jun 2007 11:02:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

hello
and for linux ?

ok i have read ^^

Subject: Re: BRenBot 1.50 build 2
Posted by [Creed3020](#) on Wed, 11 Jul 2007 14:48:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Time to bring this back to life.

So I ran that little appy you created and now BRenBot looks like what is in the attached screenshot.

Also I have noticed of late that our warnings plugin never loads. Did this plugin become no longer supported? Our clan eally likes the language filter and the auto_kb list function, we would like to

see this feature re-instated if at all possible.

I made sure the plugin was the latest version and that it is turned on. If there is anywhere else to check on these plugins please let me know.

File Attachments

1) [br1.5_build2_error.JPG](#), downloaded 656 times

Subject: Re: BRenBot 1.50 build 2
Posted by [danpaul88](#) on Wed, 11 Jul 2007 14:49:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Look for the irc prefix option in warnings.xml and delete it. Its no longer needed anyway.

Subject: Re: BRenBot 1.50 build 2
Posted by [Creed3020](#) on Wed, 11 Jul 2007 14:57:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice quick reply.

Well I deleted those lines out of the XML file and the problem seems to persist.

- 1) I don't see the warnings plugin loading upon BR bootup
 - 2) The same two Error messages are output
-

Subject: Re: BRenBot 1.50 build 2
Posted by [danpaul88](#) on Wed, 11 Jul 2007 15:35:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

The error is telling you which line of the xml file its unhappy with, so check that there is nothing out of place on those lines

(serverrules.xml line 23 character 29, warnings.xml line 75 character 52)

(NB: The serverrules plugin is no longer supported and its functionality is completely available through the custom_commands plugin instead)

Subject: Re: BRenBot 1.50 build 2
Posted by [Creed3020](#) on Sat, 21 Jul 2007 00:54:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I fixed it!

The errors were as follows

serverrules.xml line 23 character 29 Was:

```
<cvar name="C&C_Walls.mix" value="No Wall Jumping."/>
```

changed to

```
<cvar name="C&C_Walls.mix" value="No Wall Jumping."/>
```

warnings.xml line 75 character 52 Was:

```
<help value="Counts how many logs there are for <playername>, and returns the 5 most recent ones."/>
```

changed to

```
<help value="Counts how many logs there are for [playername], and returns the 5 most recent ones."/>
```

BR reports no more errors. The warnings and serverrules plugins work again.

Subject: Re: BRenBot 1.50 build 2
Posted by [silentevil](#) on Sun, 29 Jul 2007 19:33:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey donpaul can you please this realese make for linux fds my fds have many problems whit renguard ppl was kicked for no running renguard anymore i think des coome from brenbot other win fds realese have not this probelm !!

mutsch thanks for help !

greatz miklo :bigups:

Subject: Re: BRenBot 1.50 build 2
Posted by [danpaul88](#) on Sun, 29 Jul 2007 19:40:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

1.52 is being released fairly soon, and will also be released for linux.

Subject: Re: BRenBot 1.50 build 2
Posted by [silentevil](#) on Sun, 29 Jul 2007 19:43:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

released date ?

Subject: Re: BRenBot 1.50 build 2
Posted by [Ethenal](#) on Sun, 29 Jul 2007 20:19:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Patience ftw.

Subject: Re: BRenBot 1.50 build 2
Posted by [silentevil](#) on Mon, 03 Sep 2007 21:45:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

when does he come?

Subject: Re: BRenBot 1.50 build 2
Posted by [Goztow](#) on Tue, 04 Sep 2007 06:47:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

AFAIK Danpaul is now finishing the new brenbot website and updating brenbloader, which is why it takes longer than expected.
