Subject: BRenBot 1.53.10
Posted by danpaul88 on Sun, 08 Jan 2012 13:43:09 GMT
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** SSGM 4.0 support requires server side scripts.dll compiled from TT revision 4076 or higher **

Changes since 1.53.9
- Fix missing MD5 library which prevented auth passwords being verified
- Changed default presets.cfg entry for mp_GDI_War_Factory to "Weapons Factory" from "War Factory"
- Removed some redundant duplicated RenRem functions

Existing plugins might or might not work with this, let me know if you have any problems with them.

File Attachments
1) br_1-53-10.7z, downloaded 208 times

Subject: Re: BRenBot 1.53.10
Posted by ExEric3 on Sun, 08 Jan 2012 14:44:09 GMT
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Subject: Re: BRenBot 1.53.10
Posted by Omar007 on Sun, 08 Jan 2012 16:13:58 GMT
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ExEric3 wrote on Sun, 08 January 2012 15:44Download?
Would be handy indeed

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Sun, 08 Jan 2012 16:25:29 GMT
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Psh, you fussy people, just use your imaginations

Apparently it works better if you click 'Upload File' instead of just submitting the post after browsing to the file location...

Subject: Re: BRenBot 1.53.10
Posted by Creed3020 on Tue, 10 Jan 2012 00:51:55 GMT
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danpaul88 wrote on Sun, 08 January 2012 08:43 ** SSGM 4.0 support requires server side scripts.dll compiled from TT revision 4076 or higher **

Changes since 1.53.9
- Fix missing MD5 library which prevented auth passwords being verified
- Changed default presets.cfg entry for mp_GDI_War_Factory to "Weapons Factory" from "War Factory"
- Removed some redundant duplicated RenRem functions

Existing plugins might or might not work with this, let me know if you have any problems with them.

So that is why I could never get the !auth to work on my test server. Thanks for the fix DP!

Subject: Re: BRenBot 1.53.10
Posted by Caveman on Tue, 10 Jan 2012 18:06:25 GMT
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I just installed this for the clanwar servers and its not displaying any messages ingame?

When I talk ingame, nothing appears on IRC, when I use !gi it display the correct information but if I type !msg test nothing appears. If I use renrem or the console directly it display msg test and BR reads it.

I thought maybe it might be a plugin issue but ive disabled them all..

It looks like this thread as well.

http://www.renegadeforums.com/index.php?t=msg&th=38924&start=0&rid=2 5967

Subject: Re: BRenBot 1.53.10
Posted by Sean on Tue, 10 Jan 2012 19:52:43 GMT
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Well done sir, I'm glad to see the exploits have been fixed in previous versions.

Subject: Re: BRenBot 1.53.10
Posted by iRANian on Wed, 11 Jan 2012 01:32:44 GMT

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Using !KB crashes BRenBot for Jelly, !kick allows players to immediately rejoin and the PAMSG you get when kicked doesn't tell you who kicked you. Also sending out multiple PASMGs prevents players from accidentally clicking one of them off would be nice.

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Wed, 11 Jan 2012 08:24:21 GMT
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Under 4.0 the pamsg is sent by scripts.DLL as part of the new kicking and banning ssgm code.

When it crashes what does it say on the console? (run from command prompt so the window doesn't close)

Subject: Re: BRenBot 1.53.10
Posted by iRANian on Wed, 11 Jan 2012 12:14:05 GMT
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I know that bansystem.dll does the PAMSG, I was wondering if you could add multiple ones, as soon as a player presses spacebar (this might accidentally happen if they're about to jump), the messages window disappeared and it will look like they simply disconnected from the server.

Subject: Re: BRenBot 1.53.10
Posted by StealthEye on Thu, 12 Jan 2012 00:01:29 GMT
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They'll find out when they try to rejoin then.

Subject: Re: BRenBot 1.53.10
Posted by Caveman on Fri, 13 Jan 2012 11:24:37 GMT
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Caveman wrote on Tue, 10 January 2012 18:06I just installed this for the clanwar servers and its not displaying any messages ingame?

When I talk ingame, nothing appears on IRC, when I use !gi it display the correct information but if I type !msg test nothing appears. If I use renrem or the console directly it display msg test and BR reads it.

I thought maybe it might be a plugin issue but ive disabled them all..

It looks like this thread as well.

http://www.renegadeforums.com/index.php?t=msg&th=38924&start=0&rid=2 5967

Bump this?

Brenbot connects to my server it reports when people die but it doesn't do anything else.. I cant use !fds, !gameover things like that but !gi and !pl work fine.. !msg also doesn't work. Ive tried this with SSGM plugins and without.

Subject: Re: BRenBot 1.53.10
Posted by EvilWhiteDragon on Fri, 13 Jan 2012 12:45:31 GMT
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Sounds like renrem not being setup correctly afaik...

Subject: Re: BRenBot 1.53.10
Posted by Caveman on Fri, 13 Jan 2012 12:48:01 GMT
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there is no renrem with this br, it uses the tcp port which is working.

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Fri, 13 Jan 2012 13:47:00 GMT
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Caveman wrote on Fri, 13 January 2012 12:48there is no renrem with this br, it uses the tcp port which is working.

Actually, BRenBot only *reads* from the TCP port. All the commands are still sent via the tried and tested RenRem port. At the time I implemented it I didn't have a definitive answer as to whether the TCP port would be a two way mechanism or just an output for the logfiles, hence I didn't go to the trouble of replacing RenRem with the TCP commands mechanism.

Check your BRenBot console, if it detects problems with your RenRem configuration (as read from server.ini or svrccgmg_gnhb.ini or whatever the hell its called, can't remember which off the top of my head) it will print a warning to the console on bootup.

Something along the lines of 'Warning: RemoteAdmin is not enabled in server.ini' would be a big clue

EDIT: Also, RTFM

Quote:Problem: The bot seems to work, but no messages showup ingame, and some commands do not work

Resolution: Usually this is caused by incorrect remote admin settings. Ensure that AllowRemoteAdmin in server.ini is set to true and that the RemoteAdminPassword is set to an 8 character string. See the setup section for the exact names of these settings. This can also occur when two or more FDS installations on the machine are configured with the same RemoteAdminPort setting.

And

Quote:Added support for SSGM 4.0 TCP logging of SSGMLog, Gamelog and Renlog

Note it specifies support for logging (ie: output), not support for sending commands via TCP

Subject: Re: BRenBot 1.53.10
Posted by Caveman on Fri, 13 Jan 2012 17:49:41 GMT
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danpaul88 wrote on Fri, 13 January 2012 13:47Caveman wrote on Fri, 13 January 2012 12:48there is no renrem with this br, it uses the tcp port which is working.

Actually, BRenBot only *reads* from the TCP port. All the commands are still sent via the tried and tested RenRem port. At the time I implemented it I didn't have a definitive answer as to whether the TCP port would be a two way mechanism or just an output for the logfiles, hence I didn't go to the trouble of replacing RenRem with the TCP commands mechanism.

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And

Quote:Added support for SSGM 4.0 TCP logging of SSGMLog, Gamelog and Renlog

Note it specifies support for logging (ie: output), not support for sending commands via TCP
Everything was sweet until I upgraded the bot to build .10... When I had build 9 everything worked as it should. All I did was replace the .exe

when I use !msg or whatever the BR console says its issued the command but nothing gets posted.

I have 3 servers up all using different TCP ports, for example server 1 is using tcp 7500, server 2 is using tcp 7501 and server 3 using 7502

According to BR all the commands im sending it are being executed but they dont get sent to the server.

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Fri, 13 Jan 2012 17:58:35 GMT
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Caveman wrote on Fri, 13 January 2012 17:49
Everything was sweet until I upgraded the bot to build .10... When I had build 9 everything worked as it should. All I did was replace the .exe

when I use !msg or whatever the BR console says its issued the command but nothing gets posted.

I have 3 servers up all using different TCP ports, for example server 1 is using tcp 7500, server 2 is using tcp 7501 and server 3 using 7502

According to BR all the commands im sending it are being executed but they dont get sent to the server.

TCP port is irrelevant for *sending* commands since the RenRem port is used for those.

Subject: Re: BRenBot 1.53.10
Posted by Caveman on Fri, 13 Jan 2012 18:02:02 GMT
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Right - But its not sending via RenRem... The RR settings are fine, if I connect remotely with renrem I can do whatever but the bot cant.

The port is unused, the password is 8 digits long 1 of which contains a number.

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Fri, 13 Jan 2012 18:13:19 GMT
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The code for sending RenRem commands hasn't been modified since before June 2009 so I don't know what else to suggest. As long as each server has a unique RenRem UDP port in its config, the port is not used by any other applications and not firewalled, an 8 character long password and AllowRemoteAdmin is true it should work fine.

Subject: Re: BRenBot 1.53.10
Posted by Caveman on Fri, 13 Jan 2012 18:21:04 GMT
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All that ^ is true but its not working.. Could they be a problem with it reading the server.ini?

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Fri, 13 Jan 2012 20:05:29 GMT
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Check the console when it boots up for any of the following messages. If none are shown then it read the values from server.ini OK.

```
if ( lc($1) ne 'true' && $1 ne '1' )
    { modules::console_output ( '[Config] WARNING: AllowRemoteAdmin option in server.ini is not set to true. BRenBot will not be able to communicate properly with the server!' ); }

if ( length( $1 ) != 8 )
    { modules::console_output ( '[Config] WARNING: RemoteAdminPassword must be 8 characters long! BRenBot will not be able to communicate properly with the server!' ); }

# Check remote admin port and password were OK
 if ( !$config_renrem_port or !$config_renrem_password )
 {
  modules::console_output ( "[Config] ERROR: Unable to load RemoteAdminPort and/or RemoteAdminPassword from server.ini.\n\nUnable to continue loading." );
  sleep ( 10 );
  exit;
 }
```

Subject: Re: BRenBot 1.53.10
Posted by EvilWhiteDragon on Fri, 13 Jan 2012 20:49:07 GMT
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Another possible cause is starting the FDS'es and/or bots at the same time. We have seen that issue at BlackIntel, causing commands to go to the wrong server. We still don't exactly understand how the hell that's possible, but it could happen. Wierdest bit was that the renrem ports where 10 ports away from each other normally. So say 5004 would be one renrem port, the other would be 5014 and the one after that 5024, yet sometimes commands got send to the wrong server.

Subject: Re: BRenBot 1.53.10
Posted by Spoony on Fri, 13 Jan 2012 21:48:21 GMT
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i'm not sure what caveman did, but chat messages show up in the CW servers now. commands like !msg, !gameover etc still do not.

Subject: Re: BRenBot 1.53.10
Posted by Caveman on Fri, 13 Jan 2012 23:49:02 GMT
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I did nothing, ive been at work.

Subject: Re: BRenBot 1.53.10
Posted by StealthEye on Sat, 14 Jan 2012 00:30:43 GMT
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EvilWhiteDragon wrote on Fri, 13 January 2012 21:49Another possible cause is starting the FDS'es and/or bots at the same time. We have seen that issue at BlackIntel, causing commands to go to the wrong server. We still don't exactly understand how the hell that's possible, but it could happen. Wierdest bit was that the renrem ports where 10 ports away from each other normally. So say 5004 would be one renrem port, the other would be 5014 and the one after that 5024, yet sometimes commands got send to the wrong server.
The cause is that Renegade writes the port to the registry and reads it again later. If two servers start at the same time, they might overwrite the registry value before re-reading it, and thereby use the wrong port. [/offtopic]

Subject: Re: BRenBot 1.53.10
Posted by Caveman on Sat, 14 Jan 2012 15:33:09 GMT
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danpaul88 wrote on Fri, 13 January 2012 20:05Check the console when it boots up for any of the

following messages. If none are shown then it read the values from server.ini OK.

```
if ( lc($1) ne 'true' && $1 ne '1' )
    { modules::console_output ( '[Config] WARNING: AllowRemoteAdmin option in server.ini is not set to true. BRenBot will not be able to communicate properly with the server!' ); }

if ( length( $1 ) != 8 )
    { modules::console_output ( '[Config] WARNING: RemoteAdminPassword must be 8 characters long! BRenBot will not be able to communicate properly with the server!' ); }

# Check remote admin port and password were OK
 if ( !$config_renrem_port or !$config_renrem_password )
 {
  modules::console_output ( "[Config] ERROR: Unable to load RemoteAdminPort and/or RemoteAdminPassword from server.ini.\n\nUnable to continue loading." );
  sleep ( 10 );
  exit;
 }
```

My BR doesn't report any errors except this;

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Sat, 14 Jan 2012 17:25:14 GMT
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And you tried starting the FDS's seperatly as EWD suggested to avoid the problems with multiple FDS's writing and reading the same registry location (as explained by SE?)

If so then I have no idea what's wrong. It seems to be working fine for everyone else...

Subject: Re: BRenBot 1.53.10
Posted by Caveman on Sat, 14 Jan 2012 19:03:48 GMT
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Yes I have tried that but nothing is working.

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Sat, 14 Jan 2012 19:32:24 GMT
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Have you tried turning off firewalls that might be blocking the RenRem packets? BRenBot sends RenRem commands to 127.0.0.1.

Subject: Re: BRenBot 1.53.10
Posted by Caveman on Sat, 14 Jan 2012 20:27:49 GMT
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The server isn't firewalled. Renrem itself works fine as I can connect to it from home.

Edit:

Ive fixed it.

in the server.ini I set the renrem ip to the actual server ip and not localhost. So now the bot works however you cant use renrem remotely... It just doesn't work unless you set the server.ini to the actual IP.

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Sat, 14 Jan 2012 21:33:04 GMT
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I assumed since you said it worked with .9 that you would already have configured the IP correctly in server.ini. Oh well, glad its resolved now.

Subject: Re: BRenBot 1.53.10
Posted by StealthEye on Sun, 15 Jan 2012 00:42:55 GMT
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If you still want remote access to work, you can try setting it to 0.0.0.0. Not sure if it will work, but things typically bind to every available IP when you bind to that address, so it's worth a try if you want to use both IPs.

Subject: Re: BRenBot 1.53.10
Posted by iRANian on Sat, 25 Feb 2012 16:16:30 GMT
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The !autoannounce command appears to be broken:

[16:54:06] 31 < Iran > 30 !autoannounce
[16:54:07] 18 < 20brenbot > Runtime Error: Undefined subroutine &main::RandomAnnounce called at commands.pm line 1826.

And I can't get the !auth command to work, it apparently does nothing.

I get a response for the follwing:

[17:13:47] 31 < Iran > 30 !auth
[17:13:49] 18 < 20brenbot > Usage: !auth <user>

But trying to !auth a player in-game that's on the modlist doesn't seem to work. Am I doing something wrong?

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Sat, 25 Feb 2012 19:45:13 GMT
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Stealtheye and T0rn PM'ed me some detailed bug reports and error logs the other day, am in the process of compiling a new build but I suspect it will fix both of those issues.

Subject: Re: BRenBot 1.53.10
Posted by iRANian on Sat, 25 Feb 2012 19:55:22 GMT
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Thanks a lot for taking the time to maintain BRenBot.

Subject: Re: BRenBot 1.53.10
Posted by Ethenal on Tue, 28 Feb 2012 01:36:08 GMT
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No rush or anything (I recognize that you're fixing this in your free time), but any time table on when you'll have the new build up? I'm working on some stuff and build 10 is basically crippled as far as most of its features go, so it'd be nice to have an update.

Thanks

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Tue, 28 Feb 2012 11:33:28 GMT
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I was trying to install an update to XML::Parser to get rid of that stupid warning about use of tied on a handle being deprecated but the developers of the various components don't seem to think any kind of information about per-requisites etc is at all necessary and just post vague hints to what you might need to do to make the damn stuff compile properly. So after 4 hours of rummaging through the source and hitting a brick wall over and over again I gave up on updating

that module... will just have to live with the stupid warning message for now.

Anyway, I will be trying to find time to compile the new executable sometime this evening, the code is already done just need to package it up and release it.

Subject: Re: BRenBot 1.53.10
Posted by iRANian on Wed, 29 Feb 2012 00:01:27 GMT
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I was wondering if BRenBot relays messages from the 4.0 server's anti-cheat (the ported stuff from BIATCH port) or if an additional plugin is needed.

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Wed, 29 Feb 2012 10:36:13 GMT
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No idea, in theory the existing BIATCH plugin for BRenBot should do the trick, but I have never seen the format of the 4.0 anti-cheat messages so I couldn't say for sure.

Subject: Re: BRenBot 1.53.10
Posted by iRANian on Wed, 29 Feb 2012 11:42:48 GMT
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Alright thanks, will try that.

Subject: Re: BRenBot 1.53.10
Posted by danpaul88 on Wed, 29 Feb 2012 12:36:39 GMT
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If it doesn't work copy some of the relevant messages from renlog and post them here, or PM them to me if you prefer, shouldn't be much work to make an updated plugin to support them, or integrate support into the bot directly.

Subject: Re: BRenBot 1.53.10
Posted by iRANian on Wed, 29 Feb 2012 13:02:04 GMT
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Alright will do so in the future, been busy with some other stuff and this server isn't running 4.0

yet. Not to mention that I don't feel comfortable fiddling around with cheats.

Subject: Re: BRenBot 1.53.10
Posted by StealthEye on Thu, 01 Mar 2012 18:47:36 GMT
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You can set the max allowed PT distance to 0 and it should generate some messages when you (attempt to) buy something.

Subject: Re: BRenBot 1.53.10
Posted by iRANian on Thu, 01 Mar 2012 18:52:24 GMT
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That's a great idea.