
Subject: Multi Hosting with Multi BrenBot
Posted by [a00ciarob](#) on Thu, 13 Jan 2005 06:00:57 GMT
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I do know what ports that i am using ... And they are matched up... But it seems the only port that works when they match are 5017 ... I have played with soo many different configs of ports... Is there somehow to fix it other than using 5017 ?? Thanks

Here is config for non working FDS and BrenBOT

```
#--Start Configuration-IRC-----  
# Edit the information below for your setup.  
# At least edit BotName and IrcChannel.
```

```
BotName = DarkBot  
BotFullName = Rob's Anti-Cheat Bot  
IrcServer = irc.ia-net.net  
IrcPort = 6667  
IrcChannel = #NZ_ISA
```

```
#---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 DarkBot xxxxxxxx
```

```
#--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 = 4849  
RenRemLinuxPassword = xxxxxxxx
```

```
LoginServer =
```

```
;
```

```
; This field can be used to specify the Westwood Online matchmaking server
```

; to connect to. If left blank, the Renegade Server will connect to the
; closest matchmaking server. To specify a server to connect to, use one of
; the names listed above in the section 'Available Westwood Servers'.

LoginServer =

; Port =

; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients. This should normally be left at 0 and the
; Server will decide for itself what port to use. This should work with most
; firewalls and NAT connections but, if you need to manually set a port, you
; can do it here.

Port = 4848

; GameSpyGamePort =

; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients, while running as a GameSpy Server. When running
; as a GameSpy server this port value will be used instead of the above Port value.
; The default value is 4848.

GameSpyGamePort = 0

; GameSpyQueryPort =

; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with the GameSpy Master Server and GameSpy clients. The default
; value is 25300. If this port is in use Renegade will find another port
; to use instead(25301, 25302, ...).

GameSpyQueryPort = 0

; BandwidthUp =

; If you know how much bandwidth you want to allocate for the Renegade
; Server to use then you can specify it here. A minimum of 60k bits per second
; is recommended for each client you plan to connect to. If you leave this
; value as 0 (the default) then the available bandwidth will be automatically
; detected(WOL only). Some guidelines follow.

; Set to 1500000 for a 32 player game
; Set to 750000 for a 16 player game

```
; Set to 250000 for an 8 player game
;
; Make sure you don't set the Bandwidth number to be higher than your
; actual available bandwidth or gameplay performance will be poor.
```

BandwidthUp = 1500000

```
; NetUpdateRate =
;
; Set this to control the frequency of network updates sent to clients. This
; is the number of updates sent per second. Higher values increase network
; traffic, lower values decrease traffic. Valid values must be in the 5 - 30
; range. As you increase NetUpdateRate the values set for BandwidthUp must
; also scale accordingly. The default is 10.
```

NetUpdateRate = 10

```
; AllowRemoteAdmin =
;
; Set this to true to enable remote server administration via the RenRem
; tool. You must also set a password for remote administration to be
; allowed.
; Slave servers inherit this setting from the master.
```

AllowRemoteAdmin = false

```
; RemoteAdminPassword =
;
; This is the password required to connect to a server with the RenRem
; admin tool.
; Slave servers inherit this setting from the master.
```

RemoteAdminPassword = xxxxxxxx

```
; RemoteAdminIp =
;
; This is the ip that the remote administration service will listen for
; incoming request on. The default is to listen on ALL ip addresses. If
; you have an internal ip address and only want to administer internally
; set this to your internal ip address.
;
```

RemoteAdminIP =

```
; RemoteAdminPort =  
;  
; The port to connect to for remote administration.  
; This can be set per slave. The default slave ports will be shown when  
; connecting to the master with the RenRem tool.
```

```
RemoteAdminPort = 4849
```

```
;  
; Renegade Slave Server setting
```
