Subject: plz help me a qustion of br
Posted by s921c003 on Tue, 12 Apr 2005 15:08:47 GMT
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brenbot.cfg:

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

BotName = OhTech
BotFullName = OhTech(BlazeRegulator/BRenBot 1.41 Win32)
IrcServer = irc.fanmaps.net
IrcPort = 6668
IrcChannel = #OTServer

#---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 RenBot01 mypassword

#--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 = 12345
RenRemLinuxPassword = yourpass

#--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:\Westwood\RenegadeFDS\Server\Data\svrcfg_cnc.ini
FDSLogFilePath = C:\Westwood\RenegadeFDS\Server\

#--Miscellaneous Settings---
# Every x minutes the bot will announce a random line from AutoAnnounceFile.
AutoAnnounceInterval = 100
# 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 = 0
# 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

Generate_Gamespy_Queries = 1

Generate independant gamespy queries, instead of quering the orginal GSA UDP Query
handler. In WOL Mode, you don't have one.

GameSpyQueryPort = 23500

The query handler listens on this port

Broadcast_Server_To_Gamespy = 1

Broadcast the query handler to gamespy.
If you enable this, YOU NEED TO SET "GameSpyQueryPort=<value>" in server.ini to 0!!!!
BRENBOT WILL BEHAVE BADLY IF YOU DO NOT DO THIS!

Gamelog / Donate Settings

Donate is tied to gamelog, because bhs.dll causes to crash the fds, when a player
tries to donate to a player, which has not loaded the game yet. with gamelog, brenbot
can find out, if a player has loaded the map. you can disable it here.
BEWARE! PEOPLE WILL BE ABLE TO CRASH YOUR SERVER!

Seperate_Donate_From_Gamelog = 0

Delete gamelog files instead of archiving it. Normally, brenbot archives it.

Delete_Gamelog_Files = 0

#--End Configuration---