Subject: ren fds help pretty plz :)
Posted by nickcufs on Tue, 28 Mar 2006 19:01:57 GMT
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umm im knew to this stuff i searced and searced for tonz of post and i came up with nothing i checked all my settings there the right ones! ok so heres what happens i start brenbot it goes into irc good every things good with br. ok now i run fds and it opens and says this also i have all the maps in the right folder

the map is there can you plz help me oh and this is what my svrcfg_cnc looks like

```
[Settings]
ConfigName=Default C&c Server Settings
bGameTitle=-=-=-=TD6 Sniping=-=-=-
bMotd=Commands: WELCOME TO THE TD6 !rules !next !showmods !setjoin...type !help for a list
of commands
RadarMode=1
bPassword=
MaxPlayers=16
StartingCredits=99999
TimeLimitMinutes=45
ModName=
DoMapsLoob=Yes
IsAutoRestart=yes
IsPassword=no
IsQuickMatch=yes
IsLaddered=yes
RemixTeams=yes
CanREpairBuildings=yes
DriverIsAlwaysGunner=yes
SpwanWeapons=no
IsfriendlyFirePermitted=no
IsTeamChangingAllowed=no
IsClanGame=no
BaseDestructionEndsGame=yes
BeaconPlacementEndsGame=no
MapName=C&C_City_Sniping
MapName00=C&C_Volcano_Sniping
MapName01=C&C_Field_Sniping
MapName02=C&C_Canyon_Sniping
MapName03=C&C_Walls_Sniping
MapName04=C&C_Hourglass_Sniping

MapName05=C&C_Mesa_Sniping
MapName06=
MapName07=
MapName08=
```
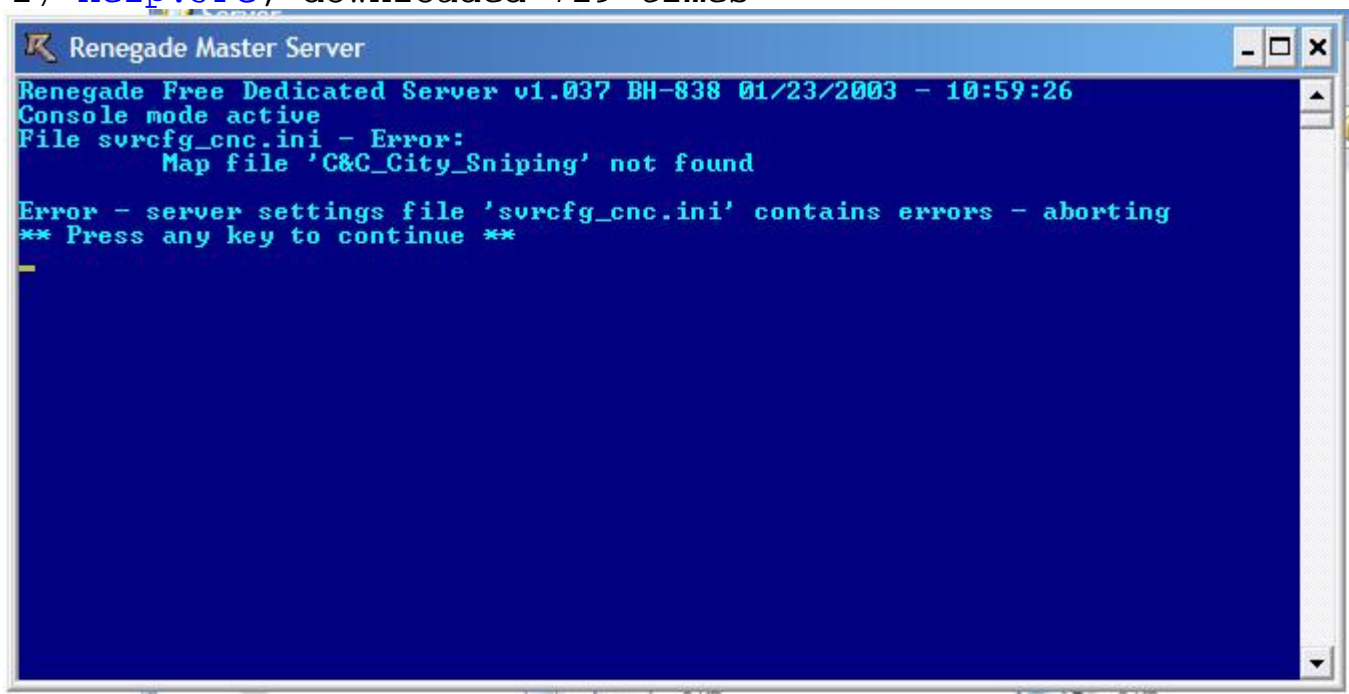
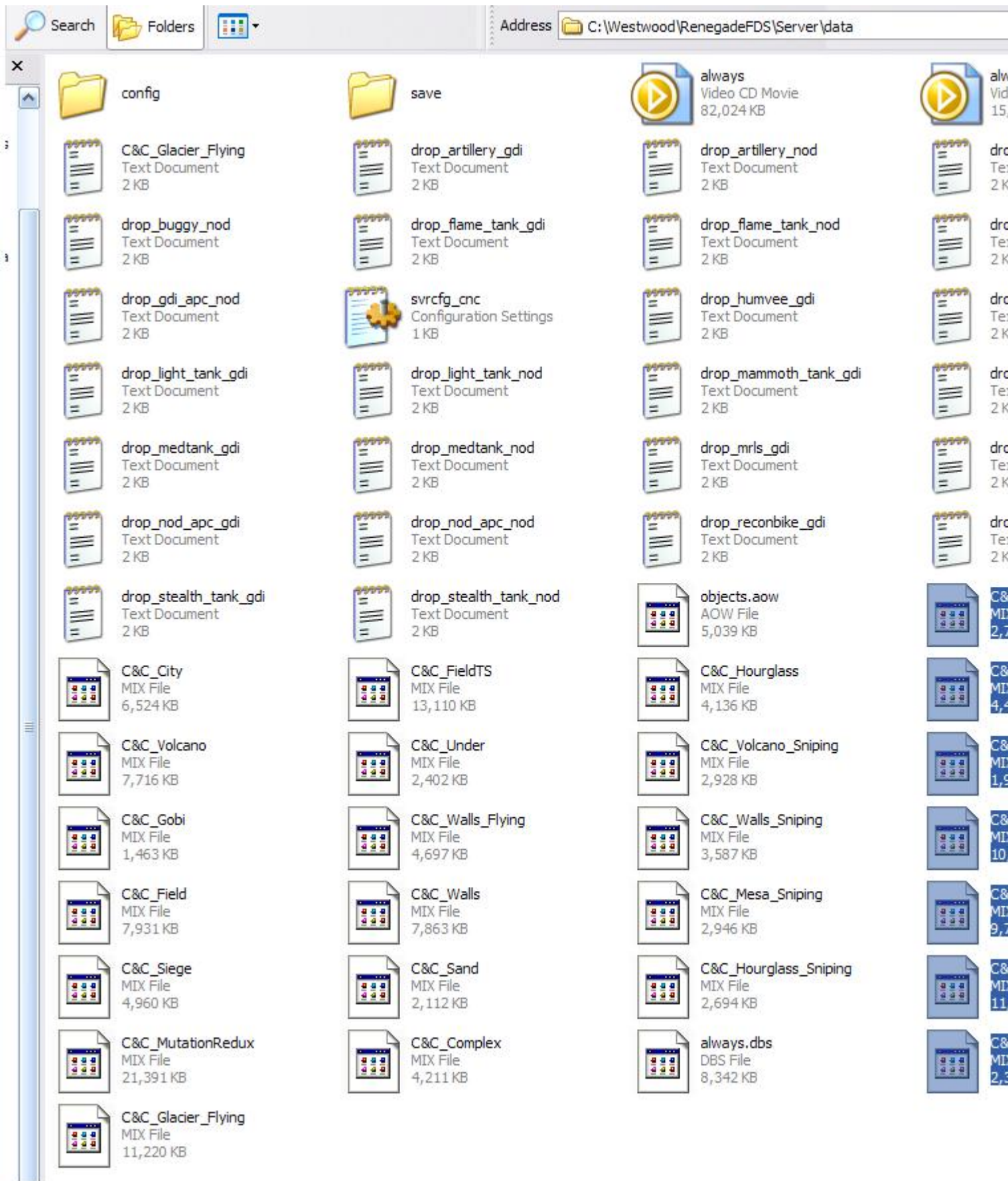MapName09=
MapName10=
MapName11=
MapName12=
MapName13=

any ideas???/ plz help me thx ~nickcufs

File Attachments

1) help.JPG, downloaded 719 times

2) help2.JPG, downloaded 697 times

×

config

save

always
Video CD Movie
82,024 KB

alw
Vid
15,

C&C_Glacier_Flying
Text Document
2 KB

drop_artillery_gdi
Text Document
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drop_artillery_nod
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drop_buggy_nod
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drop_flame_tank_gdi
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drop_gdi_apc_nod
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svrcfg_cnc
Configuration Settings
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drop_humvee_gdi
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drop_nod_apc_nod
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drop_reconbike_gdi
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drop_stealth_tank_gdi
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drop_stealth_tank_nod
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objects.aow
AOW File
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C&
MI
2,

C&C_City
MIX File
6,524 KB

C&C_FieldTS
MIX File
13,110 KB

C&C_Hourglass
MIX File
4,136 KB

C&
MI
4,

C&C_Volcano
MIX File
7,716 KB

C&C_Under
MIX File
2,402 KB

C&C_Volcano_Sniping
MIX File
2,928 KB

C&
MI
1,9

C&C_Gobi
MIX File
1,463 KB

C&C_Walls_Flying
MIX File
4,697 KB

C&C_Walls_Sniping
MIX File
3,587 KB

C&
MI
10

C&C_Field
MIX File
7,931 KB

C&C_Walls
MIX File
7,863 KB

C&C_Mesa_Sniping
MIX File
2,946 KB

C&
MI
9,

C&C_Siege
MIX File
4,960 KB

C&C_Sand
MIX File
2,112 KB

C&C_Hourglass_Sniping
MIX File
2,694 KB

C&
MI
11

C&C_MutationRedux
MIX File
21,391 KB

C&C_Complex
MIX File
4,211 KB

always.dbs
DBS File
8,342 KB

C&
MI
2,

C&C_Glacier_Flying
MIX File
11,220 KB

Subject: Re: ren fds help pretty plz :)
Posted by Goztow on Tue, 28 Mar 2006 19:46:02 GMT

MapName=C&C_City_Sniping
MapName00=C&C_Volcano_Sniping

these must be the same:

MapName=C&C_City_Sniping
MapName00=C&C_City_Sniping

Subject: Re: ren fds help pretty plz :)
Posted by nickcufs on Tue, 28 Mar 2006 19:55:13 GMT

it says the same thing and i did this what you told me to do

"MapName=C&C_City_Sniping
MapName00=C&C_Volcano_Sniping

these must be the same:

MapName=C&C_City_Sniping
MapName00=C&C_City_Sniping"

Subject: Re: ren fds help pretty plz :)
Posted by danpaul88 on Tue, 28 Mar 2006 20:58:45 GMT

You need to put the .mix on the end of the map names

It only gives error for that one because its the first it comes to.

Oh, and gozy, those two dont actually HAVE to be the same, it will just mess the rotation up if they are no (I think anyway, I had problems with it skipping maps and it was due to those not being the same)

EDIT: oh, and remove those extra mapNamexx = lines, you dont need them to be there, and being blank will probably give the FDS a fit

Your new maplist should look like

MapName=C&C_City_Sniping.mix
MapName00=C&C_City_Sniping.mix

MapName01=C&C_Volcano_Sniping.mix
MapName02=C&C_Field_Sniping.mix
MapName03=C&C_Canyon_Sniping.mix
MapName04=C&C_Walls_Sniping.mix
MapName05=C&C_Hourglass_Sniping.mix
MapName06=C&C_Mesa_Sniping.mix

Subject: Re: ren fds help pretty plz :)
Posted by nickcufs on Tue, 28 Mar 2006 21:05:43 GMT
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thx it works now thx a lot!! guys i app. your help!!!

Subject: Re: ren fds help pretty plz :)
Posted by danpaul88 on Tue, 28 Mar 2006 22:22:55 GMT
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no problem

Subject: Re: ren fds help pretty plz :)
Posted by nickcufs on Tue, 28 Mar 2006 22:38:06 GMT
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i acutly came into a nother problem... how to i add admins or mods? like in game and irc i knwo
how to to an atm but how do i do mods and admins and owners? i all ready added these ppl in my
masters list and mod list like so..
master list...
admin01 nickcufs
admin02 crzygama
owner01 nickcufs
owner02 Brad15401
coadmin01
did i do that right>?

mod list
moderator01 nickcufs
moderator02 Brad15401
moderator03
did i do that right?

also is there any way i can play in my serv or play on ren whiel hosting my game? cuz i cant click
on ren while hosting

Subject: Re: ren fds help pretty plz :)
Posted by Hex on Tue, 28 Mar 2006 23:42:11 GMT

instead of

master list...
admin01 nickcufs
admin02 crzygama
owner01 nickcufs
owner02 Brad15401
coadmin01

mod list
moderator01 nickcufs
moderator02 Brad15401
moderator03

do

masters.brf
nickcufs
crzygama
nickcufs
Brad15401

admins.brf
nickcufs
Brad15401

also, no point having the same names in both lists

Subject: Re: ren fds help pretty plz :)
Posted by nickcufs on Wed, 29 Mar 2006 03:16:37 GMT

ok know i know how to do that next how do i add them as mods in irc?

Subject: Re: ren fds help pretty plz :)
Posted by Hex on Wed, 29 Mar 2006 07:14:06 GMT

Give then +v status or above

Subject: Re: ren fds help pretty plz :)
Posted by danpaul88 on Wed, 29 Mar 2006 08:32:06 GMT

just a quickie on masters.brf and admins.brf;

Put only yourself and perhaps one other (server owners) into masters.brf, people in here can kick anyone (including people in admins.brf), except others in masters.brf.

Admins.brf is for normal in-game mods, they can still use all (or most anyway, I think they cant do things like !set from ingame) commands, but cannot kick anyone in masters.brf or admins.brf.

Subject: Re: ren fds help pretty plz :)
Posted by Goztow on Wed, 29 Mar 2006 08:33:30 GMT

sorry, didn't notice the .mix was missing :$

Subject: Re: ren fds help pretty plz :)
Posted by danpaul88 on Wed, 29 Mar 2006 08:50:44 GMT

Goztow wrote on Wed, 29 March 2006 09:33sorry, didn't notice the .mix was missing :$

!n00b gozy, call yourself a server owner

Subject: Re: ren fds help pretty plz :)
Posted by Goztow on Wed, 29 Mar 2006 09:15:52 GMT

your n00b will fail because of your ','. Call yourself a ren player?

Subject: Re: ren fds help pretty plz :)
Posted by danpaul88 on Wed, 29 Mar 2006 15:45:30 GMT

Goztow wrote on Wed, 29 March 2006 10:15your n00b will fail because of your ','. Call yourself a ren player?

yeah, but who wrote your swearbot and rules bot?

Subject: Re: ren fds help pretty plz :)
Posted by Goztow on Wed, 29 Mar 2006 21:19:11 GMT
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danpaul88 wrote on Wed, 29 March 2006 10:45Goztow wrote on Wed, 29 March 2006 10:15your n00b will fail because of your ','. Call yourself a ren player?

yeah, but who wrote your swearbot and rules bot?
I actually run it, at least it's useful . Take this to msn?

Subject: Re: ren fds help pretty plz :)
Posted by danpaul88 on Wed, 29 Mar 2006 23:57:12 GMT
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nope, I am finished arguing with you for now goz

 nickcufs, how are you doing getting it all setup? Any more questions?

Subject: Re: ren fds help pretty plz :)
Posted by nickcufs on Thu, 30 Mar 2006 20:18:06 GMT
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umm it was working but now on bren bot it says looking for renlog and also my game is not showing up in the game list any more plz help also how do i get the !bl stuff to work cuz i need a game log how do i get a game log and yes i have enabled the game log thur irc commands but !bl dont work still thx

---

Subject: Re: ren fds help pretty plz :)
Posted by Goztow on Thu, 30 Mar 2006 20:38:42 GMT
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check in ssaow.ini or server2.ini if gamelog is enabled

Subject: Re: ren fds help pretty plz :)
Posted by nickcufs on Fri, 31 Mar 2006 01:09:49 GMT
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sorry for the long post... there is no game log in my server 2 thing and i dont have a ssaow ini file here is my server 2 ini below plz tell me if i have to add some ting or change some ting

; This file is part of the Server Side AOW Library.

; The Server Side AOW Library is free software; you can redistribute it and/or
; modify it under the terms of the GNU General Public License as published by the
; Free Software Foundation; either version 2 of the License, or (at your option)
; any later version.

; The Server Side AOW Library is distributed in the hope that it will be useful,
; but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY
; or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for
; more details.

; You should have received a copy of the GNU General Public License along with
; the Server Side AOW Library; if not, write to the Free Software Foundation,
; Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

; ---

; Settings for the Server Side AOW Library
;
; Settings that control the extended settings for your All Out War server are
; present in this file. Change these settings to configure how your All Out War
; server will be ran.
;
;
; *** ***************
;
;

[General]

; FDSLogRoot=
;
; This setting determines where the logs for the FDS data recorded by the newer
; additions are written to. This is only the root part of the text file; the date
; will still be added to the end of the file name. IE if you set this to
; 'renlog', the log data will be written to "renlog_<date>.txt". Default is
; 'renlog2'.
;
; Note: If you set this to 'renlog', it will be written to the same log output
; file and could be read by older server side bots.

FDSLogRoot=ssaow/ssaowlog

; MapIDDebug=
;
; This setting allows for the FDS to report any ID numbers that can be used to
; identify the loaded map in this file. It is useful for trying to enable fan
; maps to work. Set this to 1 to enable this option. Set this to 0 to disable

; this option. Default is 0.

MapIDDebug=0

; ReportBuildingDamage=
;
; This setting allows for the FDS to report when a building is under attack, who
; is attacking the building, and what the attack is. Set this to 1 to enable
; this option. Set this to 0 to disable this option. Default is 1.

ReportBuildingDamage=0

; BuildingDamageInterval=
;
; This setting determines how long time should elapse before a building reports
; if it is under attack. If ReportBuildingDamage is off, ignore this option.
; Default is 30 seconds.

BuildingDamageInterval=30.0

; ReportBuildingDeath=
;
; This setting allows for the FDS to report when a building has been destroyed,
; who killed it, and what the killer was. Set this to 1 to enable this option.
; Set this to 0 to disable this option. Default is 1.

ReportBuildingDeath=0

; BuildingDeathRewardPage=
;
; This setting will allow the FDS to send a reward page to the player who kills
; a building. The message is simple: "X has been destroyed thanks to you!",
; where X is the building name. This has no game play value. Set this to 1 to
; enable this option. Set this to 0 to disable this option. Default is 0.

BuildingDeathRewardPage=0

; EnableDropWeapons=
;
; This setting allows for players to drop their main weapon when they are killed.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 1.

EnableDropWeapons=1

; EnableWeather=
;
; This setting allows for flowing weather to be drawn on your server. The type

; of precipitation that falls is determined below. This setting does not affect
; game play; however, it can cause performance to drop to some players. Set this
; to 1 to enable this option. Set this to 0 to disable this option. Default is
; 1.

EnableWeather=0

; PlayObCharge=
;
; This setting allows the Nod Obelisk to play a powerup animation before it
; fires. The Obelisk and game play are not affected by this setting; however,
; it can cause performance to drop to some players. Set this to 1 to enable this
; option. Set this to 0 to disable this option. Default is 1.

PlayObCharge=1

; ShowPlayerPurchases=
;
; This setting allows the FDS to report when a player purchases a character.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

ShowPlayerPurchases=0

; ShowPlayerKillMessage=
;
; This setting allows the FDS to report when a player is killed, who killed the
; player, and what character the two players were. Set this to 0 to disable this
; option. Default is 0.

ShowPlayerKillMessage=0

; LogVehicleCreate=
;
; This setting allows for the FDS to report when a vehicle is 'created'.
; Usually this occurs when a vehicle is purchased. A server side bot can
; combine this with the "player purchased a vehicle" line written to the renlog
; file to create a message similar to "vloktboky purchased a GDI Humm-vee". Set
; this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

LogVehicleCreate=1

; LogHarvesterDeath=
;
; This setting allows the FDS to report when the harvesters are destroyed, who
; killed the harvester, and what the killer was. LogVehicleDeath does not affect
; this option. Set this to 1 to enable this option. Set this to 0 to disable

; this option. Default is 1.

LogHarvesterDeath=0

; LogVehicleDeath=
;
; This setting allows the FDS to report when a vehicle is killed, who killed the
; vehicle, and what the killer was. Set this to 1 to enable this option. Set
; this to 0 to disable this option. Default is 0.

LogVehicleDeath=0

; PlayVehicleDeathAnimations=
;
; This setting allows for vehicles that are destroyed to play a destruction
; animation. This setting does not affect game play; however, it can cause
; performance to drop to some players. Set this to 1 to enable this option.
; Set this to 0 to disable this option. Default is 1.

PlayVehicleDeathAnimations=1

; EnableVehicleDamageAnimations=
;
; This setting allows for vehicles to play damage animations when they lose
; health. If enabled, vehicles will have small explosions and catch on fire as
; they drop below a certain point in their total health. This setting does not
; affect game play; however, it can cause performance to drop to some players.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 1.

EnableVehicleDamageAnimations=0

; AFKKick=
;
; This setting allows for the Auto AFK Kicker to be turned on. This setting will
; warn and kick any users who do not move for the specified time. (See below)
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

AFKKick=0

; AFKWait=
;
; This option controls how long (in minutes) a person is allowed to remain
; inactive before the player is kicked for being idle. If AFKKick is disabled,
; ignore this option. This setting must be at least 2. (two minutes) Default is
; 10. (ten minutes)

AFKWait=10

; AFKPageMessage=
;
; This option controls what message is paged to an inactive player one minute
; before the player is kicked for being idle. This message can not exceed 200
; characters. If AFKKick is disabled, ignore this option. Default message is
; "Warning! You might be kicked for being AFK/Idle if you do not move!".

AFKPageMessage="Warning! You might be kicked for being AFK/Idle if you do not move!"

; EnableObGlitchProtect=
;
; This setting allows the FDS to prevent players from glitching the obelisk. If
; the obelisk fires at the player for 8 times in a row, the player is warned. If
; the obelisk fires at the player for 10 times in a row, the player is kicked.
; Set this to 1 to enable this option. Set this to 0 to disable this option.
; Default is 0.

EnableObGlitchProtect=0

; ObGlitchPageMessage=
;
; This option controls what message is paged to a player who is glitching the
; obelisk two minutes before the player is kicked. This message can not exceed
; 200 characters. If EnableObGlitchProtect is disabled, ignore this option.
; Default message is "Warning! You might be kicked for glitching the Obelisk!".

ObGlitchPageMessage="Warning! You might be kicked for glitching the Obelisk!"

; EnableB2BProtect=
;
; This setting allows the FDS to prevent players from base to base attacking.
; Currently, this option only works for C&C_Islands.mix. If the player attacks
; the building from an illegal position 4 times in a row, the player is warned.
; If the player attacks the building from an illegal position 6 times in a row,
; the player is kicked. Set this to 1 to enable this option. Set this to 0 to
; disable this option. Default is 0.

EnableB2BProtect=0

; B2BPageMessage=
;
; This option controls what message is paged to a player who is base to base
; attacking before they are kicked. This message can not exceed 200 characters.
; If EnableB2BProtect is disabled, ignore this option. Default message is
; "Warning! You might be kicked for base to base attacking!".

B2BPageMessage="Warning! You might be kicked for base to base attacking!"

; DestroyPlayerVeh=
;
; This setting allows the server to destroy the vehicle a player is in when the
; player leaves the server and/or commits suicide. Set this to 1 to enable this
; option. Set this to 0 to disable this option. Default is 1.

DestroyPlayerVeh=0

[Maps]

; This is where the data needed for the FDS to determine when a map has
; loaded/unloaded is stored. To add your own map, copy the ID of an object
; present on the map with the script "M00_BUILDING_EXPLODE_NO_DAMAGE_DAK" attached
; to it. Usually, any building controller has this script attached to it. Set
; the ID# as the key, and the name you want to use to refer to the map as the
; value.

1551553=C&C_Field.mix
1559645=C&C_Under.mix
1550791=C&C_Volcano.mix
1550457=C&C_Complex.mix
1551647=C&C_Walls.mix
1552060=C&C_City.mix
1550350=C&C_Canyon.mix
1551562=C&C_Hourglass.mix
1550322=C&C_Islands.mix
1551729=C&C_Mesa.mix
151403=C&C_Glacier_Flying.mix

; [MapName]
;
; This area is where specific map settings are configured.
;
; Allowed Commands:
; - 'WeatherType' controls the type of precipitation used in the random weather feature.
;   You can specify one of three different types of precipitation: Rain, Snow, or Ash.

; - 'WeaponStartEngL1' controls what weapons are given to the basic engineer.
; - 'WeaponStartEngL2' controls what weapons are given to the advanced engineer.
; - 'WeaponStartOther' controls what weapons are given to the other characters.
; - 'DisableList' is a pointer to the disable list to be used on the map.
; - 'DisableBaseDefenses' enables or disables base defenses. 1 = enable, 0 = disable.
; - 'DisablePowerPlants' enables or disables power plants. 1 = enable, 0 = disable.
; - 'DisableRefineries' enables or disables refineries. 1 = enable, 0 = disable.
; - 'DisableSoldierFactories' enables or disables soldier factories. 1 = enable, 0 = disable.
; - 'DisableVehicleFactories' enables or disables vehicle factories. 1 = enable, 0 = disable.
; - 'DisableRepairPads' enables or disables repair pads. 1 = enable, 0 = disable.
; - 'DisableCommCenters' enables or disables communication centers. 1 = enable, 0 = disable.

[C&C_Field.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
;DisableList="L1"
;DisableBaseDefenses=0
;DisablePowerPlants=0
;DisableRefineries=0
;DisableSoldierFactories=0
;DisableVehicleFactories=0
;DisableRepairPads=0
;DisableCommCenters=0

[C&C_Under.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Volcano.mix]
WeatherType=Ash
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Complex.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Walls.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"

WeaponStartOther="DefaultOther"

[C&C_City.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Canyon.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Hourglass.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Islands.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Mesa.mix]
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[C&C_Glacier_Flying.mix]
WeatherType=Snow
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"

[Translated_Preset]

; This is the Preset Name Library section. Here, preset names are translated to
; text names. For instance, for the GDI Barracks, which has the key
; "mp_GDI_Barracks", you can have the FDS output "GDI Barracks", or "Barracks",

; or even "GDI Soldier Factory". You can also add your own keys here if you ever
; see one missing from the library. If the FDS can not find the preset here, it
; will output the preset name, such as "mp_GDI_Barracks".

```
mp_GDI_Barracks="GDI Barracks"
mp_GDI_War_Factory="GDI Weapons Factory"
mp_GDI_Repair_Bay="GDI Repair Facility"
mp_GDI_Refinery="GDI Tiberium Refinery"
mp_GDI_Power_Plant="GDI Power Plant"
mp_GDI_Com_Center="GDI Communications Center"
mp_Nod_Airstrip="Nod Airstrip"
mp_Nod_Repair_Bay="Nod Repair Facility"
mp_Nod_Refinery="Nod Tiberium Refinery"
mp_Nod_Power_Plant="Nod Power Plant"
mp_Nod_Com_Center="Nod Communications Center"
mp_Hand_of_Nod="Hand of Nod"
mp_GDI_Advanced_Guard_Tower="GDI Advanced Guard Tower"
mp_GDI_Helipad="GDI Helipad"
mp_Mutant_Lab="Mutant Lab"
mp_Nod_Obelisk="Obelisk of Light"
mp_Nod_Helipad="Nod Helipad"
Nod_Obelisk="Obelisk of Light"
GDI_Ceiling_Gun_AGT="Advanced Guard Tower"
GDI_AGT="Advanced Guard Tower"
Nod_Turret_MP="Nod Turret"
Nod_Turret_MP_Improved="Nod Turret"
GDI_Guard_Tower="GDI Guard Tower"
CnC_GDI_Engineer_0="GDI Engineer"
CnC_GDI_Engineer_2SF="Hotwire"
CnC_GDI_Grenadier_0="GDI Grenadier"
CnC_GDI_Grenadier_2SF="Patch"
CnC_Ignatio_Mobius="Mobius"
CnC_Ignatio_Mobius_ALT2="Mobius"
CnC_GDI_MiniGunner_0="GDI Minigunner"
CnC_GDI_MiniGunner_1Off="GDI Officer"
CnC_GDI_MiniGunner_2SF="Deadeye"
CnC_GDI_MiniGunner_3Boss="Havoc"
CnC_GDI_MiniGunner_3Boss_ALT2="Havoc"
CnC_GDI_MiniGunner_3Boss_ALT3="Havoc"
CnC_GDI_MiniGunner_3Boss_ALT4="Havoc"
CnC_GDI_RocketSoldier_0="GDI Shotgunner"
CnC_GDI_RocketSoldier_1Off="GDI Rocket Soldier"
CnC_GDI_RocketSoldier_2SF="Gunner"
CnC_Sydney_PowerSuit="PIC Sydney"
CnC_Sydney_PowerSuit_ALT2="PIC Sydney"
CnC_Sydney="Sydney"
CnC_Nod_Engineer_0="Nod Engineer"
CnC_Nod_FlameThrower_0="Nod Flamethrower"
```

```
CnC_Nod_FlameThrower_1Off="Chemical Warrior"
CnC_Nod_FlameThrower_2SF="Stealth Black Hand"
CnC_Nod_FlameThrower_3Boss="Mendoza"
CnC_Nod_FlameThrower_3Boss_ALT2="Mendoza"
CnC_Nod_Minigunner_0="Nod Minigunner"
CnC_Nod_Minigunner_1Off="Nod Officer"
CnC_Nod_Minigunner_2SF="Black Hand Sniper"
CnC_Nod_Minigunner_3Boss="Sakura"
CnC_Nod_Minigunner_3Boss_ALT2="Sakura"
CnC_Nod_RocketSoldier_0="Nod Shotgunner"
CnC_Nod_RocketSoldier_1Off="Nod Rocket Soldier"
CnC_Nod_RocketSoldier_2SF="Laser Chaingunner"
CnC_Nod_RocketSoldier_3Boss="Raveshaw"
CnC_Nod_RocketSoldier_3Boss_ALT2="Raveshaw"
CnC_Nod_Technician_0="Technician"
CnC_GDI_APC="GDI APC"
CnC_GDI_Humm-vee="GDI Humm-vee"
CnC_GDI_Mammoth_Tank="GDI Mammoth Tank"
CnC_GDI_Medium_Tank="GDI Medium Tank"
CnC_GDI_MRLS="GDI MRLS"
CnC_GDI_Orca="GDI Orca"
CnC_GDI_Transport="GDI Transport Helicopter"
CnC_Civilian_Pickup01_Secret="Pickup Truck"
CnC_Civilian_Sedan01_Secret="Sedan"
CnC_Nod_Apache="Nod Apache"
CnC_Nod_APC="Nod APC"
CnC_Nod_Buggy="Nod Buggy"
CnC_Nod_Flame_Tank="Nod Flame Tank"
CnC_Nod_Light_Tank="Nod Light Tank"
CnC_Nod_Mobile_Artillery="Nod Mobile Artillery"
CnC_Nod_Recon_Bike="Nod Recon Bike"
CnC_Nod_Stealth_Tank="Nod Stealth Tank"
CnC_Nod_Transport="Nod Transport Helicopter"
Nod_Chameleon="Nod Chameleon"
CnC_Nod_Harvester="Nod Harvester"
CnC_GDI_Harvester="GDI Harvester"
```

```
; Kill Messages are as followed.  SSAOW will use one of the defined strings below
; for when it displays a kill message.  Note that ShowPlayerKillMessage must be
; enabled for these kill messages to be used.
;
;  SvSKillMsg = Kill messages for soldier VS soldier fights.
;  VvSKillMsg = Kill messages for vehicle VS soldier fights.
```

;
; Inside the strings, you can use 4 special words to define where the player's
; name, the killer's name, the player's preset, and the killer's preset are
; placed:
;
;
; <killer> = Killer's name
; <killed> = Player's name
; <killerpreset> = Killer's preset
; <killedpreset> = Player's preset
; Example: <killer> killed <killed> (<killerpreset> VS <killedpreset>)
;
; To define a new string, use the key "Str#=", where # is the next number in the
; sequence. Be sure that the "Total=" key is the correct amount of strings
; defined.

[SvSKillMsg]
Total=10
Str1="<killer> killed <killed> (<killerpreset> VS <killedpreset>)"
Str2="<killed> was assassinated by <killer> (<killerpreset> VS <killedpreset>)"
Str3="<killer> made mincemeat out of <killed> (<killerpreset> VS <killedpreset>)"
Str4="<killer> slaughtered <killed> (<killerpreset> VS <killedpreset>)"
Str5="<killer> exterminated <killed> (<killerpreset> VS <killedpreset>)"
Str6="<killed> bit the dust thanks to <killer> (<killerpreset> VS <killedpreset>)"
Str7="<killed> was cut down by <killer> (<killerpreset> VS <killedpreset>)"
Str8="<killer> crushed <killed> (<killerpreset> VS <killedpreset>)"
Str9="<killed> is taking the dirt nap thanks to <killer> (<killerpreset> VS <killedpreset>)"
Str10="<killer> beat the shit out of <killed> (<killerpreset> VS <killedpreset>)"

[VvSKillMsg]
Total=5
Str1="<killed> got ran over by <killer> (<killerpreset> VS <killedpreset>)"
Str2="<killer> made a pancake out of <killed> (<killerpreset> VS <killedpreset>)"
Str3="<killed> was hit by <killer> (<killerpreset> VS <killedpreset>)"
Str4="<killer> made <killed> into roadkill (<killerpreset> VS <killedpreset>)"
Str5="<killed> was splattered all over by <killer> (<killerpreset> VS <killedpreset>)"

; WeaponStart - Here, you can define what weapons (powerups) are given to a player
; when he/she spawns.
;
; WeaponStartEngL1 = Basic Engineer weapons.
; WeaponStartEngL2 = Advanced Engineer weapons. (Hotwire/Tech)
; WeaponStartOther = Other soldier's weapons.
;

; The name of the list you define here containing the weapons should be the value
; of one of the keys above under the map's settings.
;
; [C&C_Field.mix]
; WeaponStartEngL1="DefaultEngL1"
; WeaponStartEngL2="DefaultEngL2"
; WeaponStartOther="DefaultOther"
;
; Note: The sequence in the key values must go in order. When the next sequence
; is not found, the list will halt.

[DefaultEngL1]
01="CnC_POW_MineTimed_Player_01"
02="POW_Pistol_Player"
03="CnC_POW_MineRemote_02"

[DefaultEngL2]
01="CnC_POW_MineRemote_02"
02="POW_Pistol_Player"
03="CnC_POW_MineTimed_Player_02"
04="CnC_MineProximity_05"

[DefaultOther]
01="CnC_POW_MineTimed_Player_01"
02="POW_Pistol_Player"

; Disable List - Here, you can set up any amount of lists of objects that should
; be disabled on a map. The "DisabledList=" key should be defined in the map's
; settings above, and the value should be set to the name of the list you define
; below. For example:
;
; [C&C_Field.mix]
; DisableList="L1"
;
; Note: The sequence in the key values must go in order. When the next sequence
; is not found, the list will halt.
;
; List L1 defined below is a test list. This list disables the Havoc and Sakura
; characters, as well as the GDI Mammoth Tank.

[L1]
01="CnC_GDI_MiniGunner_3Boss"
02="CnC_GDI_MiniGunner_3Boss_ALT2"

03="CnC_GDI_MiniGunner_3Boss_ALT3"
04="CnC_GDI_MiniGunner_3Boss_ALT4"
05="CnC_Nod_Minigunner_3Boss"
06="CnC_Nod_MiniGunner_3Boss_ALT2"
07="CnC_GDI_Mammoth_Tank"

Subject: Re: ren fds help pretty plz :)
Posted by nickcufs on Fri, 31 Mar 2006 01:33:17 GMT
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oh and also it is still not showing my game in the game list i loooed for the host name and the game name nothing i added the host name in my bud list and it said he was in my serv but the serv is not on the game list plz plz help i dont know if this will help but this is what it is saying on bren bot
it says !stopgamelog and also it says debug stuff i dont think it said that b 4 im soo stumped lol

File Attachments
1) helphelp.JPG, downloaded 439 times

Renegade Master Server - a000005l - svrcfg_cnc.ini

```
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Loading level C&C_Field.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
-> Map "C&C_Field.mix" detected, loading settings..
New settings detected and loaded!
First map loaded, auto gameovering now..
Terminating game on demand...
Running through Disable List now..
No players
No players
Loading level C&C_FieldTS.mix
Load 100% complete
Level loaded OK
-> Map "C&C_FieldTS.mix" detected, loading settings..
Running through Disable List now..
No players
Host: [BR] Minelimit for C&C_FieldTS.mix is 30 mines.
No players
Host: [BR] Minelimit for C&C_FieldTS.mix is 30 mines.
```

C:\Westwood\Renega

```
Got serverlist..
Could not open dona
server: error 11004
IRC Initialization.
my nick is TD6-BoT
Setting up protecte
Setting irc refresh
Connected to RenGua
Connecting to IRC..
Doing initial scan
Got Server Welcome
Identifying with Ni
Joining IRC Channel
IRC: TD6-BoT :+iRTx
IRC: TD6-BoT!TD6-Bo
IRC: TD6-BoT change
IRC: TD6-BoT!TD6-Bo
IRC: TD6-BoT change
```

```
<TD6-BoT> Level loaded OK
<TD6-BoT> Terminating game on demand...
<TD6-BoT> Terminating game on demand...
<TD6-BoT> Terminating game on demand...
* TD6-BoT has quit IRC (Client exited)
* TD6-BoT has joined #TD6-AOW
<TD6-BoT> Reporting for Duty!
<TD6-BoT> BlazeRenbot 1.41 MSWin32
<TD6-BoT> !help for commands.
<nickcufs> !help
<TD6-BoT> Player Commands: !help !nextmap !shownext !shownextmap !showmo
  !seen !setjoin !viewjoin !recommend !rec !teamplayers !tp !rules !n00b
  !version !uptime !rginfo !buildings !bl !vehicles !ve !statsme !donate
  !rgplayers !minelimit
<TD6-BoT> Admin Commands: !adminlist !addtempmod !atm !autoannounce !del
  !gameinfo !hostmsg !msg !amsg !kicklog !ban !banlog !logsearch !gameov
  !nextmap !shownext !shownextmap !showmods !vote !help !setnextmap !delban !auth !rules !ki
  !kb !qkick !allow !modules !set !teams !ids !rehash !restart !rglocate !stop !recignore !r
  !pamsg !forcetc !letmein !cp !rgstats !unforcerg !page !
<TD6-BoT> Use !help <command> to get more information.
<TD6-BoT> Initializing Westwood Online Mode
<TD6-BoT> Logging onto USA Server
<TD6-BoT> Creating game channel...
<TD6-BoT> Channel created OK
<TD6-BoT> Loading level C&C_Field.mix
<TD6-BoT> Host: Teams have been remixed.
<TD6-BoT> Level loaded OK
<TD6-BoT> Terminating game on demand...
<TD6-BoT> Loading level C&C_FieldTS.mix
<TD6-BoT> Level loaded OK
<TD6-BoT> Host: [BR] Minelimit for C&C_FieldTS.mix is 30 mines.
<TD6-BoT> Host: [BR] Minelimit for C&C_FieldTS.mix is 30 mines.
```

Subject: Re: ren fds help pretty plz :)
Posted by nickcufs on Fri, 31 Mar 2006 06:11:31 GMT
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ok 4 git the other post i got it working now i think but br is crapping out on me it says this now waht does renewing wheel & looking for renlog mean?

Subject: Re: ren fds help pretty plz :)
Posted by PackHunter on Fri, 31 Mar 2006 06:26:56 GMT
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It means it can't find your renlog. It needs it to see what is going on on the server and who is saying what. Maybe your server path in the brenbot.cfg is not set right?

Subject: Re: ren fds help pretty plz :)
Posted by nickcufs on Fri, 31 Mar 2006 06:39:36 GMT
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#--Start Configuration-IRC--- --------------------
Edit the information below for your setup.
At least edit BotName and IrcChannel.

BotName = TD6-BoT
BotFullName = BlazeRegulator/BRenBot 1.41 Win32
IrcServer = 72.20.45.185
IrcPort = 6667
IrcChannel = #TD6-AOW

  #---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 TD6-BoT ********

#--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 = 4949
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:\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 = 0

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 = 0

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--- -----------------------

umm thats my brenbot.cfg umm any sugs?

Subject: Re: ren fds help pretty plz :)
Posted by nickcufs on Sat, 01 Apr 2006 00:16:13 GMT
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ok i fugred out every thing else but now my bot is unresonsive in irc or in game plz help

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