Subject: Server Status On Website For NR

Posted by Theboom69 on Thu, 21 Dec 2006 10:55:23 GMT

View Forum Message <> Reply to Message

How would i get it to work on NR?

So it show's it on website?

Subject: Re: Server Status On Website For NR

Posted by Fifaheld on Thu, 21 Dec 2006 11:40:59 GMT

View Forum Message <> Reply to Message

nightregulator dont support this, only brenbot or the server is runing in gamespy mode is support this

you need queryport for this

Subject: Re: Server Status On Website For NR

Posted by Theboom69 on Fri, 22 Dec 2006 00:31:34 GMT

View Forum Message <> Reply to Message

Fifaheld wrote on Thu, 21 December 2006 05:40nightregulator dont support this, only brenbot or the server is runing in gamespy mode is support this

you need queryport for this

Ok How do i set up BrenBot?

Subject: Re: Server Status On Website For NR

Posted by Nightma12 on Fri, 22 Dec 2006 01:01:09 GMT

View Forum Message <> Reply to Message

Fifaheld wrote on Thu, 21 December 2006 05:40nightregulator dont support this, only brenbot or the server is runing in gamespy mode is support this

you need queryport for this

yes it does - there is a program out to do this by Dante

Subject: Re: Server Status On Website For NR

Posted by Fifaheld on Fri, 22 Dec 2006 07:22:22 GMT

in brenbot you must only config the gamespy section..

#--Broadcast to Gamespy settings------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 =25300

# 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!

# GameSpy\_IP =80.154.33.245

and this has NR not....he cant not send too gamespy and this is the problem from NR:`( brenbot can this without a another programm...nr need another programm:`(

where give this programm from dante then?

Subject: Re: Server Status On Website For NR Posted by danpaul88 on Fri, 22 Dec 2006 10:15:10 GMT

View Forum Message <> Reply to Message

I think you misunderstood the question fifaheld, he just wants to show the current map and stuff on his own website (I think anyway...)

Subject: Re: Server Status On Website For NR

Posted by AmunRa on Fri, 22 Dec 2006 19:01:49 GMT

View Forum Message <> Reply to Message

could always just make a plugin for NR to do this

Subject: Re: Server Status On Website For NR

Posted by Fifaheld on Fri, 22 Dec 2006 19:17:23 GMT

what for a plugin and can this plugin then all what brenbot can? all infos, player infos and much more?

Subject: Re: Server Status On Website For NR Posted by danpaul88 on Fri, 22 Dec 2006 19:19:16 GMT View Forum Message <> Reply to Message

I am already working on such a plugin for BRenBot, which is complete except for PHP code examples to go with it.

## File Attachments

1) ss\_1.jpg, downloaded 753 times



Subject: Re: Server Status On Website For NR Posted by Fifaheld on Fri, 22 Dec 2006 19:50:51 GMT

View Forum Message <> Reply to Message

and what is please with the ip bot plugin?

Subject: Re: Server Status On Website For NR Posted by AmunRa on Fri, 22 Dec 2006 19:56:48 GMT

View Forum Message <> Reply to Message

Fifaheld wrote on Fri, 22 December 2006 14:17what for a plugin and can this plugin then all what brenbot can? all infos, player infos and much more?

I could do it, but I'm lazy

Subject: Re: Server Status On Website For NR Posted by Fifaheld on Fri, 22 Dec 2006 20:12:51 GMT

and why are you too lazy?

Subject: Re: Server Status On Website For NR Posted by Ryu on Fri, 22 Dec 2006 20:21:18 GMT

View Forum Message <> Reply to Message

Fifaheld wrote on Fri, 22 December 2006 20:12and why are you too lazy?

That's a bit of a odd question to ask, There could be 1000 reasons, lol.

Subject: Re: Server Status On Website For NR Posted by AmunRa on Fri, 22 Dec 2006 21:01:57 GMT

View Forum Message <> Reply to Message

heres a damn good reason.

Subject: Re: Server Status On Website For NR Posted by AmunRa on Sat, 23 Dec 2006 02:16:36 GMT

View Forum Message <> Reply to Message

your damn lucky I was bored. http://www.amunra.net/stuff/NR\_HTML\_Output.zip

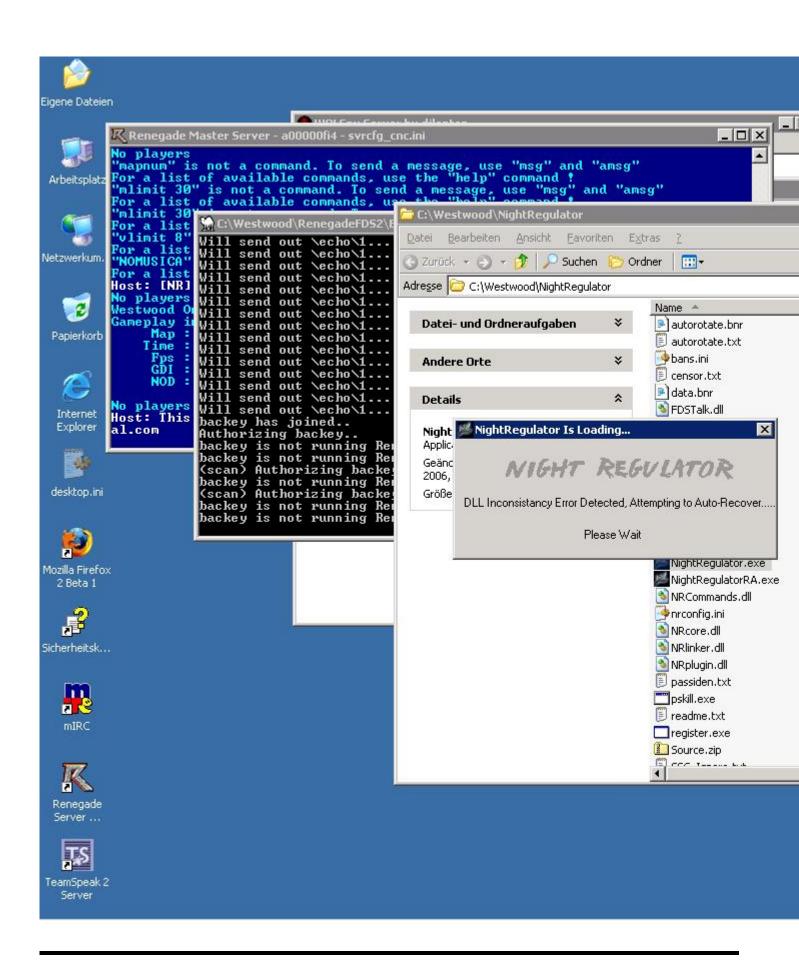
Subject: Re: Server Status On Website For NR Posted by Fifaheld on Sat, 23 Dec 2006 06:37:00 GMT

View Forum Message <> Reply to Message

with the newest beta from nr (3.5 beta 6) comes this error on our nrplugin.dll

File Attachments

1) nr-error.JPG, downloaded 462 times



Subject: Re: Server Status On Website For NR Posted by Nightma12 on Sat, 23 Dec 2006 09:40:52 GMT

View Forum Message <> Reply to Message

i believe he wrote the dll for 3.4

Subject: Re: Server Status On Website For NR

Posted by Fifaheld on Sat, 23 Dec 2006 12:09:04 GMT

View Forum Message <> Reply to Message

can you write this for the newest beta night or amu?

Subject: Re: Server Status On Website For NR

Posted by Nightma12 on Sat, 23 Dec 2006 13:06:05 GMT

View Forum Message <> Reply to Message

i cant.. sionce i dont have the source lol

Quote: Note: you must load the plugin everytime you start NR.

Imao! lazy just use the Readini() + Writeini() functions in NRcore.dll.... lol

Subject: Re: Server Status On Website For NR Posted by Ryu on Sat, 23 Dec 2006 21:13:22 GMT

View Forum Message <> Reply to Message

AmunRa wrote on Fri, 22 December 2006 15:01heres a damn good reason.

xD

Subject: Re: Server Status On Website For NR Posted by AmunRa on Sat, 23 Dec 2006 23:59:01 GMT

View Forum Message <> Reply to Message

Alex wrote on Sat, 23 December 2006 16:13AmunRa wrote on Fri, 22 December 2006 15:01heres a damn good reason.

xD beautiful, eh?

Nightma12 wrote on Sat, 23 December 2006 08:06i cant.. sionce i dont have the source lol

Quote: Note: you must load the plugin everytime you start NR.

Imao! lazy just use the Readini() + Writeini() functions in NRcore.dll.... lol that has what to do with it? lol

anyways if nightma will hook me up with the beta update.exe then i can fix it up.

Subject: Re: Server Status On Website For NR Posted by AmunRa on Sun, 24 Dec 2006 01:07:41 GMT

View Forum Message <> Reply to Message

updated. redownload.

Subject: Re: Server Status On Website For NR Posted by Ryu on Sun, 24 Dec 2006 02:18:41 GMT

View Forum Message <> Reply to Message

[quote title=AmunRa wrote on Sat, 23 December 2006 17:59]Alex wrote on Sat, 23 December 2006 16:13AmunRa wrote on Fri, 22 December 2006 15:01heres a damn good reason.

xD beautiful, eh?

If I had more money you bet you're ass ill be buying me some weed, Smokeing it all and going to sleep happy as this guy -->

Subject: Re: Server Status On Website For NR Posted by AmunRa on Sun, 24 Dec 2006 02:30:05 GMT View Forum Message <> Reply to Message

been doin it everyday for a while now man, its good shit.

Subject: Re: Server Status On Website For NR Posted by Ryu on Sun, 24 Dec 2006 05:28:12 GMT

View Forum Message <> Reply to Message

AmunRa wrote on Sat, 23 December 2006 20:30been doin it everyday for a while now man, its good shit.

I used to smoke it. but packed in, But lately I can't sleep: So yea, weed = makes you sleepy

Subject: Re: Server Status On Website For NR

Posted by AmunRa on Sun, 24 Dec 2006 07:54:48 GMT

View Forum Message <> Reply to Message

but yeah anyone with probs with the plugin gimme a hollar.

Subject: Re: Server Status On Website For NR

Posted by Fifaheld on Sun, 24 Dec 2006 08:11:04 GMT

View Forum Message <> Reply to Message

can you make this a query port, like wolspy OR BETTER, LIKE BRENBOT, what then can send the infos on queryport too gamespy/ase with the infos

Subject: Re: Server Status On Website For NR

Posted by AmunRa on Sun, 24 Dec 2006 09:53:22 GMT

View Forum Message <> Reply to Message

too time consuming, sorry.

Subject: Re: Server Status On Website For NR

Posted by DodgeThis on Sun, 24 Dec 2006 13:03:48 GMT

View Forum Message <> Reply to Message

Is it possible to upload the html file automatically to a webhost through FTP or CHmodded file?

Subject: Re: Server Status On Website For NR Posted by inz on Sun, 24 Dec 2006 14:50:18 GMT

View Forum Message <> Reply to Message

dont worry, all this will be in Sbot 4.0

Subject: Re: Server Status On Website For NR

Posted by AmunRa on Sun, 24 Dec 2006 21:20:55 GMT

View Forum Message <> Reply to Message

DodgeThis wrote on Sun, 24 December 2006 08:03ls it possible to upload the html file automatically to a webhost through FTP or CHmodded file? nope, has to be on the same server as the web server. although that would be possible, I'm definitely not doing that.

Subject: Re: Server Status On Website For NR

Posted by danpaul88 on Sun, 24 Dec 2006 21:47:42 GMT

View Forum Message <> Reply to Message

The BR plugin I just finished uploads via FTP... it can also be tied into the ranks plugin

Subject: Re: Server Status On Website For NR

Posted by Nightma12 on Sun, 24 Dec 2006 21:55:09 GMT

View Forum Message <> Reply to Message

i will have a .php script released soon to do this

along with a playerlist too!

game\_info.php and player\_info.php

each php script will connect to the server via renrem and post player information onto the site

Subject: Re: Server Status On Website For NR

Posted by danpaul88 on Sun, 24 Dec 2006 23:23:18 GMT

View Forum Message <> Reply to Message

connecting to the server via renrem seems like a waste of bandwidth and processing power, why not just upload a .txt file of the status every x minutes, and read that with the php files?

And mine also includes a playerlist, and their ranks on the server (as given by the ranks plugin)

Subject: Re: Server Status On Website For NR

Posted by DodgeThis on Mon, 25 Dec 2006 10:12:09 GMT

View Forum Message <> Reply to Message

danpaul88 wrote on Mon, 25 December 2006 00:23And mine also includes a playerlist, and their ranks on the server (as given by the ranks plugin)

That sounds awsome... When will it be released?

And is there any chance someone can give me the newest BRenbot? (because it seems every server has it already anyway..)

Subject: Re: Server Status On Website For NR

Posted by AmunRa on Mon, 25 Dec 2006 10:52:47 GMT

View Forum Message <> Reply to Message

as of right now, I'm working on getting it to display a playerlist and it will support renstats if installed.

Subject: Re: Server Status On Website For NR

Posted by Fifaheld on Mon, 25 Dec 2006 16:05:49 GMT

View Forum Message <> Reply to Message

give it newer news about nr and queryport infos?

Subject: Re: Server Status On Website For NR Posted by inz on Tue, 26 Dec 2006 01:11:27 GMT

View Forum Message <> Reply to Message

the Sbot is in version 4.0 is going to be able to display all the server status. incluing LADDER on a website. without providing any FTP details. or even using port 21.

Subject: Re: Server Status On Website For NR

Posted by Goztow on Tue, 26 Dec 2006 08:36:38 GMT

View Forum Message <> Reply to Message

Only thing wrong with your analysis is that you analyse brenbot 1.41. 1.43 has full plugin support and is greatly customisable.

Subject: Re: Server Status On Website For NR

Posted by DodgeThis on Tue, 26 Dec 2006 15:17:42 GMT

View Forum Message <> Reply to Message

DodgeThis wrote on Mon, 25 December 2006 11:12

That sounds awesome... When will it be released?

And is there any chance someone can give me the newest BRenbot? (because it seems every

Subject: Re: Server Status On Website For NR Posted by gr8patman on Tue, 26 Dec 2006 19:58:33 GMT

View Forum Message <> Reply to Message

amunra, i havent downloaded plugin in yet, but i have a question. does your site have to have a pure HTML edit function or does the plugin just set it on your site? i ask this because the damn site i have doesnt let you edit pure HTML because it doesnt want you taking away their logo's and such.

Subject: Re: Server Status On Website For NR Posted by AmunRa on Tue, 26 Dec 2006 22:54:04 GMT

View Forum Message <> Reply to Message

gr8patman wrote on Tue, 26 December 2006 14:58amunra, i havent downloaded plugin in yet, but i have a question. does your site have to have a pure HTML edit function or does the plugin just set it on your site? i ask this because the damn site i have doesnt let you edit pure HTML because it doesnt want you taking away their logo's and such. not to my knowledge, no.

Subject: Re: Server Status On Website For NR Posted by Fifaheld on Thu, 28 Dec 2006 15:27:27 GMT

View Forum Message <> Reply to Message

here a version what brenbot can....can you build this in nr too nightmare? based on the queryport from brenbot

http://www.renegade-community.net/new-page/index.php?mod=servers

Subject: Re: Server Status On Website For NR

Posted by AmunRa on Thu, 28 Dec 2006 23:45:24 GMT

View Forum Message <> Reply to Message

Fifaheld wrote on Thu, 28 December 2006 10:27here a version what brenbot can....can you build this in nr too nightmare? based on the queryport from brenbot

http://www.renegade-community.net/new-page/index.php?mod=servers all that can be done with my plugin, given time.

Subject: Re: Server Status On Website For NR Posted by Fifaheld on Fri, 29 Dec 2006 06:42:33 GMT

View Forum Message <> Reply to Message

you make a new plugin with queryport support for nightregulator amu?

Subject: Re: Server Status On Website For NR Posted by AmunRa on Fri, 29 Dec 2006 10:14:56 GMT

View Forum Message <> Reply to Message

Fifaheld wrote on Fri, 29 December 2006 01:42you make a new plugin with queryport support for nightregulator amu? are you talking about gamespy?

Subject: Re: Server Status On Website For NR Posted by Fifaheld on Fri, 29 Dec 2006 10:32:52 GMT

View Forum Message <> Reply to Message

yes for gamespy and ase and homepage scripts what can read out the queryport info`s..... like my homepage script.... that what brenbot can.... infos send on queryport the gamespy/ase and homepage script.... this function need night regulator too......

#--Broadcast to Gamespy settings------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 =25301

# The guery handler listens on this port

Broadcast\_Server\_To\_Gamespy =1

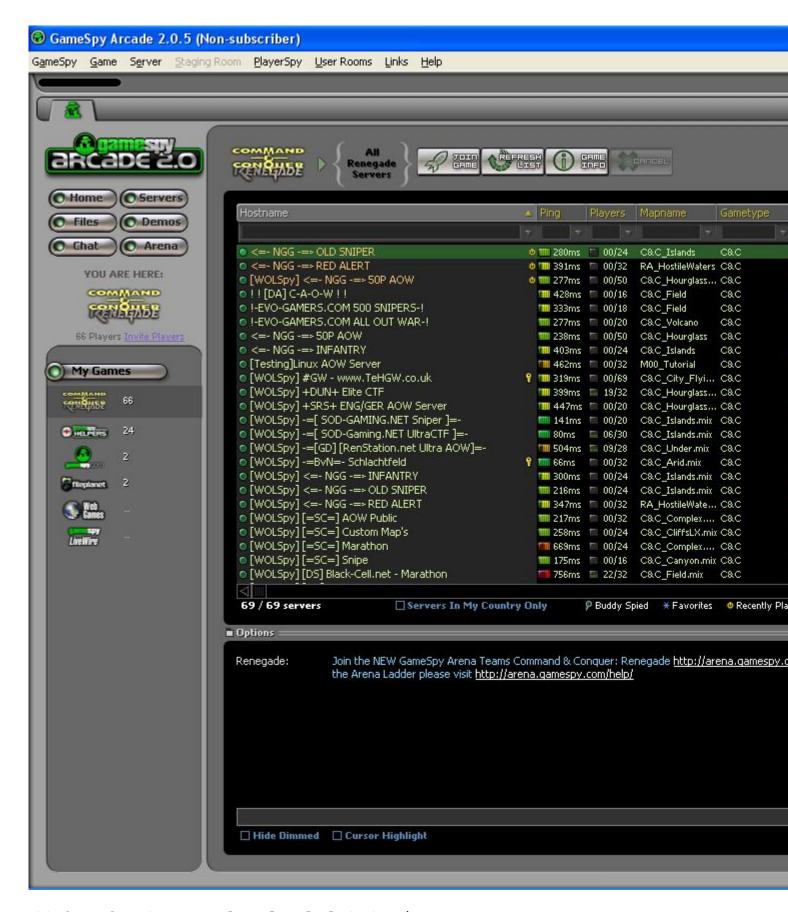
- # Broadcast the query handler to gamespy.
- # If you enable this, YOU NEED TO SET "GameSpyQueryPort=<value>" in server.ini to 0!!!!
- # BRENBOT WILL BEHAVE BADLY IF YOU DO NOT DO THIS!

GameSpy\_IP =80.154.33.245

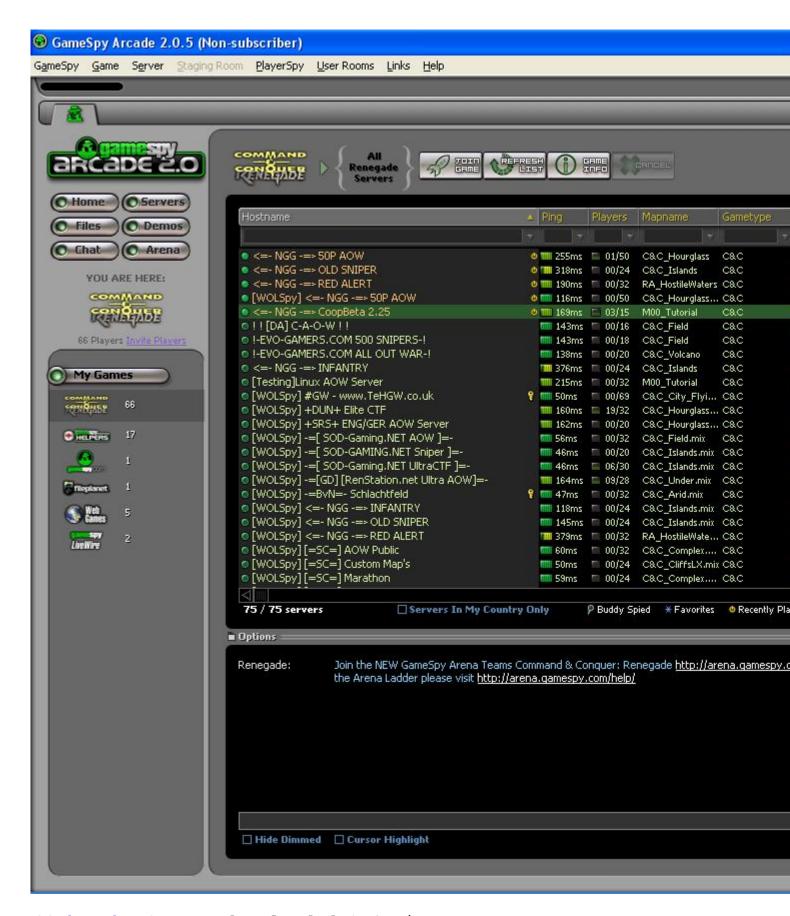
This is this what I mean.... this need nightregulator.... only brenbot can send this infos to gamespy / ase /homepage queryport read script

File Attachments
1) brenbot1.JPG, downloaded 379 times

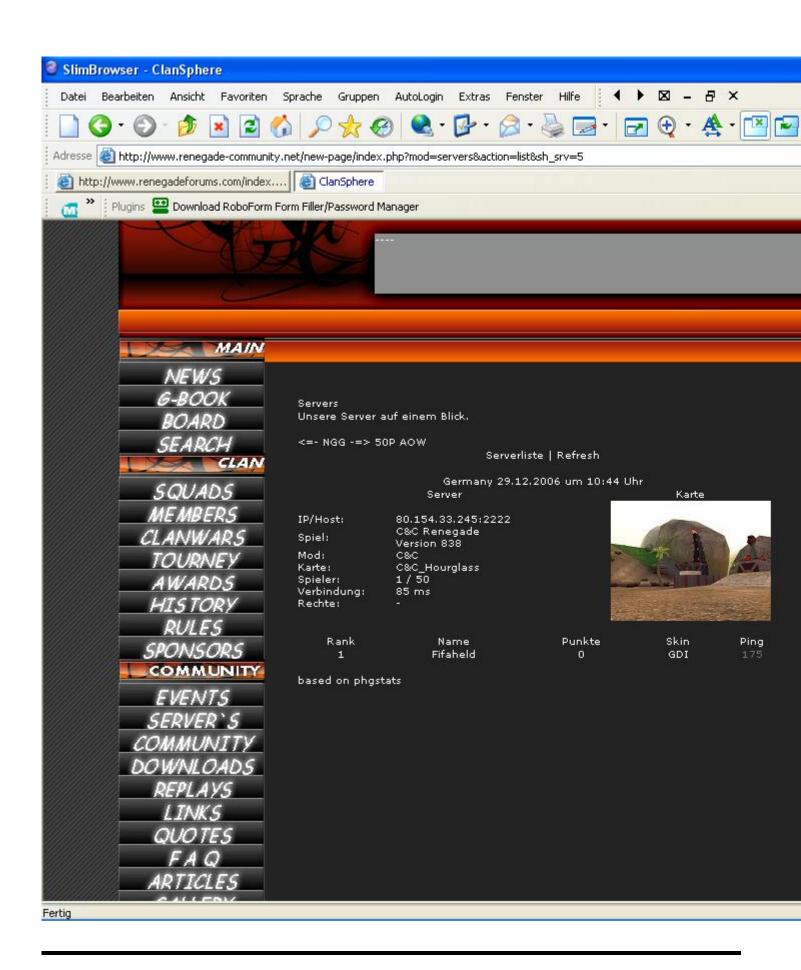
Page 13 of 17 ---- Generated from Command and Conquer: Renegade Official Forums



2) brenbot2.JPG, downloaded 373 times



3) brenbot3.JPG, downloaded 374 times



Subject: Re: Server Status On Website For NR

Posted by Theboom69 on Fri, 29 Dec 2006 13:30:10 GMT

View Forum Message <> Reply to Message

Tell me when its done nightma plz.

Subject: Re: Server Status On Website For NR

Posted by AmunRa on Fri, 29 Dec 2006 23:57:19 GMT

View Forum Message <> Reply to Message

Theboom69 wrote on Fri, 29 December 2006 08:30Tell me when its done nightma plz. I'm the one who is doing it

Subject: Re: Server Status On Website For NR Posted by Fifaheld on Sat, 30 Dec 2006 05:53:35 GMT

View Forum Message <> Reply to Message

AmunRa wrote on Fri, 29 December 2006 17:57Theboom69 wrote on Fri, 29 December 2006 08:30Tell me when its done nightma plz.

I'm the one who is doing it

and make you A QUERYPORT PLUGIN FOR NR?

Subject: Re: Server Status On Website For NR Posted by AmunRa on Sat, 30 Dec 2006 07:17:55 GMT

View Forum Message <> Reply to Message

Fifaheld wrote on Sat, 30 December 2006 00:53AmunRa wrote on Fri, 29 December 2006 17:57Theboom69 wrote on Fri, 29 December 2006 08:30Tell me when its done nightma plz. I'm the one who is doing it

and make you A QUERYPORT PLUGIN FOR NR?

I'll look into to it. but not until I finish with the playerlist and other shit, which probably won't be till early january.

Subject: Re: Server Status On Website For NR Posted by Theboom69 on Tue, 02 Jan 2007 20:07:45 GMT View Forum Message <> Reply to Message

MAZARI I. C. . . . I. . . . . I. . . . . . I. . . . . I.

Well let me know when its done plz.