Subject: BRenBot 1.50 build 2
Posted by danpaul88 on Mon, 04 Jun 2007 20:39:32 GMT
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Small update to BRenBot 1.50 to fix issues with the new RenGuard network updates.
Disconnected players will no longer be kicked immediately, but will instead be checked again in
15 seconds to see if they have reconnected. If they have not then they will be dealt with as a new
player with no RenGuard, and can be forceRG'ed.

If the server is full RenGuard or they have been forced to use RenGuard and they have not
reconnected after the 15 seconds they will be kicked from the server.

This update has NOT been extensively tested, and therefore I strongly recommended that you
take a backup of your existing brenbot.exe file in the event that you need to revert to that version.
If you have any problems with this new build please post them here.

Unfortunately I cannot provide a Linux version of 1.50 build 2 at this time.

File Attachments
1) br_1-50-2_Win.zip, downloaded 5194 times

Subject: Re: BRenBot 1.50 build 2
Posted by Creed3020 on Tue, 05 Jun 2007 02:41:19 GMT
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Great job on getting this released but there may be problems.

Replaced my brenbot.exe with new file and now I have a problem.

Started up BR and it just sits there and then goes away.

Started it up in a cmd line.

Got this error:
Quote:C:\Documents and
Settings\username>C:\Westwood\RenegadeFDS5\Server\BRenBot\brenbot.exe
Warning: Unable to load presets from presets.brf
Error while reading commands.xml!
File does not exist: commands.xml at commands.pm line 29

Not sure if it correct or not but I can't seem to find a crash log.

Subject: Re: BRenBot 1.50 build 2
Posted by Goztow on Tue, 05 Jun 2007 06:22:50 GMT
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You need to be in the working directory to start it. Do cd
C:\Westwood\RenegadeFDS5\Server\BRenBot

and then do

brenbot.exe

Subject: Re: BRenBot 1.50 build 2
Posted by ST3ALTH on Tue, 05 Jun 2007 11:10:36 GMT
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What he said

Or just go to the directory itself and start it up?

Subject: Re: BRenBot 1.50 build 2
Posted by Crimson on Tue, 05 Jun 2007 19:32:12 GMT
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This alteration has worked perfectly for me. I have not seen any mass kicks reported since I
started running the fix.

Subject: Re: BRenBot 1.50 build 2
Posted by Buggy on Tue, 05 Jun 2007 20:43:11 GMT
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nice work and on linux?

Subject: Re: BRenBot 1.50 build 2
Posted by danpaul88 on Tue, 05 Jun 2007 21:10:16 GMT
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Crimson, your running the 1.51 beta if I am not mistaken, this is the same fix but applied to the old
1.50 code.

Buggy: At this time I don't have a linux machine to compile this on, and the person who usually
compiles these things only has the 1.51 source code.

Subject: Re: BRenBot 1.50 build 2
Posted by Creed3020 on Thu, 07 Jun 2007 02:31:56 GMT
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Goztow wrote on Tue, 05 June 2007 02:22You need to be in the working directory to start it. Do
cd C:\Westwood\RenegadeFDS5\Server\BRenBot

and then do

brenbot.exe

Thanks for the tip Goz.

Here is what it said now:

Quote:C:\Westwood\RenegadeFDS5\Server\BRenBot>brenbot.exe
Can't locate Sort/Array.pm in @INC (@INC contains: CODE(0xf30780) C:\DOCUME~1\Eo
ERen\LOCALS~1\Temp\1\par-EoERen\cache-1180989207/inc/lib C:\DOCUME~1\EoERen\LOCA
LS~1\Temp\1\par-EoERen\cache-1180989207/inc CODE(0xd79244) .) at results.pm line
 25.
BEGIN failed--compilation aborted at results.pm line 25.
Compilation failed in require at script/brenbot.pl line 54.
BEGIN failed--compilation aborted at script/brenbot.pl line 54.

C:\Westwood\RenegadeFDS5\Server\BRenBot>

Something seems to be wrong with bringing in the existing ladder files.

Subject: Re: BRenBot 1.50 build 2
Posted by Goztow on Thu, 07 Jun 2007 06:51:21 GMT
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You might want to PM danpaul.

Subject: Re: BRenBot 1.50 build 2
Posted by danpaul88 on Thu, 07 Jun 2007 10:25:16 GMT
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Apparently that module is indeed missing from the exe file, I have recompiled it and it's in there now so I don't know why perl decided not to bother putting it in.

Updated download;

(Can someone edit the first post to mention this as I can't edit it anymore, thanks)

```
File Attachments
```
1) br_1-50-2_Win.zip, downloaded 1024 times

Subject: Re: BRenBot 1.50 build 2
Posted by Creed3020 on Fri, 08 Jun 2007 03:43:42 GMT
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Well that certainly got us farther. BR actually started up this time. Thank you Dan for working that bug out.

I did include a screen cpature though because there were some lines that looked less than perfect. Something to do with the ranks plugin.

```
File Attachments
```
1) br1.5_build2.JPG, downloaded 1381 times

```
BRenBot 1.5 AOW Server                                          [_][□][X]

Database is out of date, updating to latest version...
Database update to 1.5 (build 2) complete.

BRenBot 1.5 build 2.
BRenBot is Copyright 2003-2007 by Blackhand Studios. All Rights reserved.
bhs.dll libary found. Enabling support.
Connecting to RenGuard...
Activating half-RenGuard mode!
Renguard session has started..
Size of (ssaow)gamelog: 16010445
Starting (ssaow)gamelog reread.
Finished rereading (ssaow)gamelog.
Starting up SSAOWlog follow thread.
Starting plugin custom_commands
Starting plugin ipbot
Starting plugin rank
Error while reading rank.xml!
not well-formed (invalid token) at line 15, column 25, byte 353 at XML/Parser.pm
 line 187
Starting plugin seen
Error while reading seen.xml!
not well-formed (invalid token) at line 6, column 25, byte 122 at XML/Parser.pm
line 187
Starting plugin serverrules
Error while reading serverrules.xml!
not well-formed (invalid token) at line 19, column 29, byte 601 at XML/Parser.pm
 line 187
Starting plugin warnings
Error while reading warnings.xml!
not well-formed (invalid token) at line 32, column 25, byte 994 at XML/Parser.pm
 line 187
IRC Initialization...joining irc.n00bstories.com:6667
Starting gameinfo & playerinfo refresh thread..
Connected to RenGuard.
Connected to IRC... waiting for welcome message
Got Server Welcome Message...
Identifying with NickServ...
Joining IRC Channel #eoesvr01...
IRC:   +irc_normal
IRC:   +irc_normal
IRC:   +irc_normal
IRC: eoesvr01_bot!eoesvr01_b@n00b-3336FE2F.dd.5646.static.theplanet.com joined #
eoesvr01
IRC: eoesvr01_bot +irc_protected
IRC: eoesvr01_bot +irc_op
PRIVMSG (ipbot) 839
Doing initial scan in 40 seconds..
Disconnected from RenGuard Master. Reconnecting...
Connection to 70.84.53.178 failed. Reconnecting..
Renguard session has started..
Connected to RenGuard.
Doing initial scan in 40 seconds..
_
```

Subject: Re: BRenBot 1.50 build 2
Posted by danpaul88 on Fri, 08 Jun 2007 07:14:42 GMT
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Apparently an issue we had with the 1.51 beta has propagated back to this build. It's something to do with changes in the core perl files that handle XML files.

Put this exe in your BRenBot folder and run it and it should solve any XML problems. BRenBot is running fine already, it just cant load your plugins at the moment.

File Attachments
1) br_fixXML.exe, downloaded 1030 times

Subject: Re: BRenBot 1.50 build 2
Posted by Creed3020 on Sun, 10 Jun 2007 15:12:42 GMT
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I will give it a try soon! Thanks for coming up with a fix, lets hope it works out alright.

Subject: Re: BRenBot 1.50 build 2
Posted by silentevil on Fri, 22 Jun 2007 11:02:47 GMT
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hello
and for linux ?

ok i have read ^^

Subject: Re: BRenBot 1.50 build 2
Posted by Creed3020 on Wed, 11 Jul 2007 14:48:01 GMT
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Time to bring this back to life.

So I ran that little appy you created and now BRenBot looks like what is in the attached screenshot.

Also I have noticed of late that our warnings plugin never loads. Did this plugin become no longer supported? Our clan eally likes the language filter and the auto_kb list function, we would like to see this feature re-instated if at all possible.

I made sure the plugin was the latest version and that it is turned on. If there is anywhere else to check on these plugins please let me know.

File Attachments
1) br1.5_build2_error.JPG, downloaded 1380 times

```
BRenBot 1.5 AOW Server                                          _ □ ✕
BRenBot 1.5 build 2.
BRenBot is Copyright 2003-2007 by Blackhand Studios. All Rights reserved.
bhs.dll libary found. Enabling support.
Connecting to RenGuard...
Activating half-RenGuard mode!
Renguard session has started..
Size of (ssaow)gamelog: 2530639
Starting (ssaow)gamelog reread.
Finished rereading (ssaow)gamelog.
Starting up SSAOWlog follow thread.
Starting plugin custom_commands
Starting plugin ipbot
Starting plugin rank
Starting plugin seen
Starting plugin serverrules
Error while reading serverrules.xml!
not well-formed (invalid token) at line 23, column 29, byte 931 at XML/Parser.pm
 line 187
Starting plugin warnings
Error while reading warnings.xml!
not well-formed (invalid token) at line 75, column 52, byte 2760 at XML/Parser.p
m line 187
IRC Initialization...joining irc.n00bstories.com:6667
Starting gameinfo & playerinfo refresh thread..
Connected to RenGuard.
Connected to IRC... waiting for welcome message
Got Server Welcome Message...
Identifying with NickServ...
Joining IRC Channel #eoesvr01...
Doing initial scan in 40 seconds..
IRC:   +irc_normal
IRC:   +irc_normal
IRC: eoesvr01_bot!eoesvr01_b@n00b-3336FE2F.dd.5646.static.theplanet.com joined #
eoesvr01
IRC:   +irc_normal
IRC: eoesvr01_bot +irc_protected
IRC: eoesvr01_bot +irc_op
PRIVMSG <ipbot> 839
IRC: Creed3020!mirage3020@n00b-6BF57E50.uwaterloo.ca joined #eoesvr01
<[EoE]Random9qz> Is it safe to be in the server or are you still fixing it?
PRIVMSG <ipbot> 839
```

Subject: Re: BRenBot 1.50 build 2
Posted by danpaul88 on Wed, 11 Jul 2007 14:49:45 GMT
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Look for the irc prefix option in warnings.xml and delete it. Its no longer needed anyway.

Subject: Re: BRenBot 1.50 build 2

Posted by Creed3020 on Wed, 11 Jul 2007 14:57:31 GMT
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Nice quick reply.

Well I deleted those lines out of the XML file and the problem seems to persist.

1) I don't see the warnings plugin loading upon BR bootup
2) The same two Error messages are output

Subject: Re: BRenBot 1.50 build 2
Posted by danpaul88 on Wed, 11 Jul 2007 15:35:38 GMT
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The error is telling you which line of the xml file its unhappy with, so check that there is nothing out of place on those lines

(serverrules.xml line 23 character 29, warnings.xml line 75 character 52)

(NB: The serverrules plugin is no longer supported and its functionality is completely available through the custom_commands plugin instead)

Subject: Re: BRenBot 1.50 build 2
Posted by Creed3020 on Sat, 21 Jul 2007 00:54:23 GMT
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I fixed it!

The errors were as follows

serverrules.xml line 23 character 29 Was:

<cvar name="C&C_Walls.mix" value="No Wall Jumping."/>

changed to

<cvar name="C&C_Walls.mix" value="No Wall Jumping."/>

warnings.xml line 75 character 52 Was:

<help value="Counts how many logs there are for <playername>, and returns the 5 most recent ones."/>

changed to

<help value="Counts how many logs there are for [playername], and returns the 5 most recent

ones."/>

BR reports no more errors. The warnings and serverrules plugins work again.

Subject: Re: BRenBot 1.50 build 2
Posted by silentevil on Sun, 29 Jul 2007 19:33:12 GMT
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hey donpaul can you please this realese make for linux fds my fds have manny problems whit renguard ppl was kicked for no running renguard anymore i think des coome from brenbot other win fds realese have not this probelm !!

mutsch thanks for help !

greatz miklo

Subject: Re: BRenBot 1.50 build 2
Posted by danpaul88 on Sun, 29 Jul 2007 19:40:15 GMT
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1.52 is being released fairly soon, and will also be released for linux.

Subject: Re: BRenBot 1.50 build 2
Posted by silentevil on Sun, 29 Jul 2007 19:43:50 GMT
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released date ?

Subject: Re: BRenBot 1.50 build 2
Posted by Ethenal on Sun, 29 Jul 2007 20:19:33 GMT
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Patience ftw.

Subject: Re: BRenBot 1.50 build 2
Posted by silentevil on Mon, 03 Sep 2007 21:45:24 GMT
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when does he come?

Subject: Re: BRenBot 1.50 build 2
Posted by Goztow on Tue, 04 Sep 2007 06:47:23 GMT
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AFAIK Danpaul is now finishing the new brenbot website and updating brenbloader, which is why it takes longer than expected.