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Subject: FDS and BrenBot

Posted by [C000000003](#) on Wed, 11 Mar 2009 16:06:51 GMT

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Hy all sorry for my English....i have some problem with FDS Win32 i have made server with BrenBot 1.52 ...whend i start the server with FDS master work fine..until i connect BrenBot on irc after i get every 5 second.. in FDS master server this error

#### File Attachments

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1) [FDS error.zip](#), downloaded 250 times

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Subject: Re: FDS and BrenBot

Posted by [Sladewill](#) on Wed, 11 Mar 2009 19:33:07 GMT

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That picture didnt show any error, and why didnt u just post the image rather than raring it?

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Subject: Re: FDS and BrenBot

Posted by [C000000003](#) on Wed, 11 Mar 2009 21:12:17 GMT

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hi again , sorry fot that was more faster for me to send .. ...if that is not error..tell me how to fix it ?..becose is going to write in my (SSGM Log file ) a lot i cannot stop thx

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Subject: Re: FDS and BrenBot

Posted by [Sladewill](#) on Wed, 11 Mar 2009 22:41:45 GMT

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Well for brenbot to work properly it reads from the log file what is going on server thats how renegade bots actually work, but they send msgs and notices directly to the fds console tho. You cannot stop the ssgm logging otherwise the bot will not work.

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Subject: Re: FDS and BrenBot

Posted by [C000000003](#) on Thu, 12 Mar 2009 03:45:56 GMT

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Yes i know FDS master server must show everitings what happening in server , but this one is diferent..whend i start only FDS without (BRenBot) is working fine...show only the creating server after stop if there is not players, after i start the BrenBot FDS start every 5 second this message

#### File Attachments

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1) [FDS error.rar](#), downloaded 237 times

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Subject: Re: FDS and BrenBot  
Posted by [C000000003](#) on Thu, 12 Mar 2009 03:49:43 GMT  
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i need 1 person with more experiance lol thx

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Subject: Re: FDS and BrenBot  
Posted by [Lone0001](#) on Thu, 12 Mar 2009 03:56:17 GMT  
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People might be willing to help you if you uploaded the actual screenshot and not a zip with the screenshot in it.

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Subject: Re: FDS and BrenBot  
Posted by [C000000003](#) on Thu, 12 Mar 2009 04:29:47 GMT  
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hi i try But is hard

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Subject: Re: FDS and BrenBot  
Posted by [C000000003](#) on Thu, 12 Mar 2009 04:42:36 GMT  
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This is the error what i get all the time whend i on the BrenBot

Time : 0.49.24

Fps : 59

GDI : 0/40 players     0 points

NOD : 0/40 players     0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.48.54

Fps : 60

GDI : 0/40 players     0 points

NOD : 0/40 players     0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.48.24

Fps : 60

GDI : 0/40 players    0 points  
NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.47.53

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.47.23

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.46.53

Fps : 2

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.46.23

Fps : 59

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.45.53

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.45.23  
Fps : 60  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.44.53  
Fps : 60  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.44.21  
Fps : 2  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.43.52  
Fps : 49  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.43.20  
Fps : 1  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress

Map : C&C\_Field.mix  
Time : 0.42.50  
Fps : 2  
GDI : 0/40 players    0 points  
NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
  Map : C&C\_Field.mix  
  Time : 0.42.22  
  Fps : 60  
  GDI : 0/40 players    0 points  
  NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
  Map : C&C\_Field.mix  
  Time : 0.41.52  
  Fps : 60  
  GDI : 0/40 players    0 points  
  NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
  Map : C&C\_Field.mix  
  Time : 0.41.22  
  Fps : 60  
  GDI : 0/40 players    0 points  
  NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
  Map : C&C\_Field.mix  
  Time : 0.40.52  
  Fps : 51  
  GDI : 0/40 players    0 points  
  NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
  Map : C&C\_Field.mix  
  Time : 0.40.22  
  Fps : 59

GDI : 0/40 players    0 points  
NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.39.51

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.39.21

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.38.51

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.38.21

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.37.51

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.37.21  
Fps : 59  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.36.50  
Fps : 48  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.36.20  
Fps : 60  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.35.50  
Fps : 60  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.35.20  
Fps : 60  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress

Map : C&C\_Field.mix  
Time : 0.34.50  
Fps : 60  
GDI : 0/40 players    0 points  
NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
  Map : C&C\_Field.mix  
  Time : 0.34.19  
  Fps : 60  
  GDI : 0/40 players    0 points  
  NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
  Map : C&C\_Field.mix  
  Time : 0.33.49  
  Fps : 60  
  GDI : 0/40 players    0 points  
  NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
  Map : C&C\_Field.mix  
  Time : 0.33.19  
  Fps : 60  
  GDI : 0/40 players    0 points  
  NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
  Map : C&C\_Field.mix  
  Time : 0.32.50  
  Fps : 60  
  GDI : 0/40 players    0 points  
  NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
  Map : C&C\_Field.mix  
  Time : 0.32.20  
  Fps : 60



GDI : 0/40 players    0 points  
NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.31.50

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.31.20

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.30.50

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.30.20

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.29.50

Fps : 59

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.29.20  
Fps : 60  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.28.50  
Fps : 60  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.28.20  
Fps : 60  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.27.50  
Fps : 60  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.27.20  
Fps : 59  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress

Map : C&C\_Field.mix  
Time : 0.26.50  
Fps : 60  
GDI : 0/40 players    0 points  
NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.26.20  
Fps : 60  
GDI : 0/40 players    0 points  
NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.25.50  
Fps : 60  
GDI : 0/40 players    0 points  
NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.25.20  
Fps : 60  
GDI : 0/40 players    0 points  
NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.24.50  
Fps : 60  
GDI : 0/40 players    0 points  
NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.24.20  
Fps : 49

GDI : 0/40 players    0 points  
NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.23.50

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.23.20

Fps : 54

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.22.50

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.22.20

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players

Westwood Online mode active since 3/12/2009 - 4:01:08 AM

Gameplay in progress

Map : C&C\_Field.mix

Time : 0.21.50

Fps : 60

GDI : 0/40 players    0 points

NOD : 0/40 players    0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.21.20  
Fps : 60  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

No players  
Westwood Online mode active since 3/12/2009 - 4:01:08 AM  
Gameplay in progress  
Map : C&C\_Field.mix  
Time : 0.20.50  
Fps : 59  
GDI : 0/40 players 0 points  
NOD : 0/40 players 0 points

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Subject: Re: FDS and BrenBot  
Posted by [danpaul88](#) on Thu, 12 Mar 2009 07:39:06 GMT  
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You mean the map name and such? That's NOT an error, it's just telling you the current game status....

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Subject: Re: FDS and BrenBot  
Posted by [C000000003](#) on Thu, 12 Mar 2009 16:19:55 GMT  
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Hi Dan Paul ..thx for your post and ur time..but is a normal to come every 5 second the status for the game ..that what i put on the forums is come out 1 min all that>? Thx

---

Subject: Re: FDS and BrenBot  
Posted by [danpaul88](#) on Thu, 12 Mar 2009 19:17:52 GMT  
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If you look at the time remaining it's actually about every 30 seconds, which is the time interval BRenBot uses to ask for updates, so yes, it's perfectly normal.

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Subject: Re: FDS and BrenBot  
Posted by [C000000003](#) on Thu, 12 Mar 2009 20:46:11 GMT

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Thx a lot for your information ,..Next question i need some recommendation what type of the PC or what type of server i need to make good server like Renegade or other game..to hold more players in server >>? becose this is a laptop an i set for 32 players but i afraid i cant hold 32 the players THx

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Subject: Re: FDS and BrenBot  
Posted by [danpaul88](#) on Thu, 12 Mar 2009 23:15:22 GMT  
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If your planning to host a real server and not just a lagfest then your going to need to pay and get it hosted on a dedicated server with a good internet upload.

Multi-core processors are not essential, since the FDS itself will only ever use a single core anyway, however a fast hard disk would help with SSGM logging. Any modern PC can run the FDS program fairly adequately, however what really makes the difference between lagfest servers and real servers is the upload speed to the internet, and this is why dedicated servers are all but essential for a decent server.

Also, you should consider WHY you want to host a server. Take a look in XWIS and compare the number of empty servers with the number of full ones. Yes, that's right, there are TOO MANY servers for the number of players. So, by hosting yet another server, you simply exacerbate the problem, spend time and potentially money hosting a server that's unlikely to ever attract a decent number of players without obtaining an a0000000000000000 nickname.

To put it bluntly, your most likely wasting your time if your planning to host this as a public server. Sorry if this sounds a bit harsh, but it's all true.

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Subject: Re: FDS and BrenBot  
Posted by [C000000003](#) on Fri, 13 Mar 2009 01:12:53 GMT  
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yay this is good reply i dont have comment LOL ,..any way you are good MAN .you give me good support, ....maybe i will be around here sometime thank you .

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Subject: Re: FDS and BrenBot  
Posted by [Sladewill](#) on Fri, 13 Mar 2009 11:06:27 GMT  
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What you gotta do to attract players is create a new game mode \*build is already taken

try to find some of the missing game modes from renegade there is a lot i found looking thro renegade like king of the hill and things like that

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Subject: Re: FDS and BrenBot  
Posted by [Lone0001](#) on Fri, 13 Mar 2009 20:40:01 GMT  
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That may work for a bit but after a few weeks the new modes are just old news and no one wants to play them.

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Subject: Re: FDS and BrenBot  
Posted by [Sladewill](#) on Fri, 13 Mar 2009 23:51:18 GMT  
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Other than build mode me and a mate came up with like 3 years ago and its still doing well you just gotta get the best idea ever and work on it.

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Subject: Re: FDS and BrenBot  
Posted by [Genesis2001](#) on Sat, 14 Mar 2009 01:47:46 GMT  
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Lone0001 wrote on Fri, 13 March 2009 13:40That may work for a bit but after a few weeks the new modes are just old news and no one wants to play them.

Yea, look at the build mode servers.

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