Subject: BR.net / BR
Posted by coolmant on Sat, 30 Aug 2003 16:40:44 GMT
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Does anyone have experiance with this? I can get BR working halfway but it doesn't enforce auto-ban etc..

Subject: BR.net / BR
Posted by Dante on Sat, 30 Aug 2003 18:39:33 GMT
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you will have to be more specific on this topic, like.... what version, what isn't working, etc..... as far as i know, there is no "autoban" feature, unless you mean the kick on curse, or kick on vehicle.

Subject: BR.net / BR
Posted by coolmant on Sat, 30 Aug 2003 23:24:43 GMT
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Danteyou will have to be more specific on this topic, like.... what version, what isn't working, etc..... as far as i know, there is no "autoban" feature, unless you mean the kick on curse, or kick on vehicle.

Yes I mean the kick on curse, vehicles, etc. I am using the latest version. Where can I find your forums?

Subject: BR.net / BR
Posted by Griever92 on Wed, 17 Sep 2003 05:28:07 GMT
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well, you can choose to keep asking fo rhelp here, in IRC, or RenEvo. (pretty sure RenEvo has a BR forum)http://www.renevo.com

Subject: Ingame Commands in BR.net
Posted by pyroacidk on Thu, 02 Oct 2003 09:39:03 GMT
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dante how can i get the ingame commands to work i am a ingame admin and i wish to be able to kick people- mate is the host. i was wondering if he has to set up a script (can u email them to me???) or how he sets them up. My email is tripzar69@hotmail.com

Subject: BR.net / BR
Posted by amid_tha_rubble on Wed, 03 Dec 2003 05:14:21 GMT
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wow. I am having a lot of trouble with the new blazeregulator v 1.3
I'm having a problem that most people seem to be having - Br connects, shows the main info of the fds (like "teams have been remixed" etc.) but i can NOT seem to send any messages, commands, etc from the main playerlist screen and the playerlist info will not update. The weird thing is that it worked for a bit, then stopped, then worked again...Very strange. Yes I am behind a firewall, but i was miserable at configuring the damn thing so i turned it off to work out the kinks. Anyone have any solutions to this problem? Anyone have any surefire settings that will make this work that they can send me? I think there needs to tech support because although it's a great program, it seems a little buggy. A lot of people seem to be having problems with it.

Subject: BR.net / BR
Posted by amid_tha_rubble on Wed, 03 Dec 2003 05:18:36 GMT
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never mind. i just wiped the thing off my hard drive, re-installed and the damn thing works fine! now THAT is strange.

Subject: Br.net
Posted by pyroacidk on Wed, 03 Dec 2003 05:26:28 GMT
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What you need to do is change the access levels in the commands.xml to get the ingame commands to work

Happy Huntin

Pyroacidk

Subject: BR.net / BR
Posted by amid_tha_rubble on Wed, 03 Dec 2003 05:42:49 GMT
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Sigh okay, now it's not working AGAIN. I don't know why. so my old questions are open for answering again. If anyone has this DEFINITELY working, no problems, a-ok can you send me your settings or give me a hint as to what i should do?

Subject: BR.net / BR
Posted by pyroacidk on Wed, 03 Dec 2003 05:45:36 GMT

make sure all ur ip and ports are configured proply and if u have major problems , hop in irc.n00bstories.com #n00bstories and talk to dante, if he is on

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Subject: BR.net / BR
Posted by amid_tha_rubble on Wed, 03 Dec 2003 14:59:18 GMT

that's not quite my problem...i disabled my firewall for the time being so it shouldn't be a port problem. And the ports i'm using in br are all open...

Subject: BR.net / BR
Posted by EnderGate on Wed, 03 Dec 2003 19:48:20 GMT

I've taught our moderators to just use renrem. We also had simillar problems running BR.NET 1.3 on a Win2000Pro SP4 Box (FDS in GSA mode.)

It would seem to hang after 1/2 a day or so (like a memory leak?) After re-installing it, it functioned for a few days, then again, it'd hang in like 3-6 hours... Could this have been the "bye" or "connect" FDS flaw?

Our moderators would prefer to use BR.NET but it became less work to teach them to use renrem. However, while using renrem, we all really miss the ability to ban/kick from within the game.

It did work better before W2K SP4 was applied. Thanks for your efforts Dante,

EnderGate
http://www.ozclan.com

Subject: BR.net / BR
Posted by Dante on Wed, 03 Dec 2003 20:24:30 GMT

1.45 (currently in testing) will resolve all of these problems, and has been running pretty stable for the last couple days.

Subject: BR.net / BR
Posted by amid_tha_rubble on Wed, 03 Dec 2003 23:04:41 GMT

God bless you dante...you are my hero! When can we expect its release?
(btw, the program is amazing! besides this problem, it offers so much!)

Subject: BR.net / BR
Posted by snipesimo on Thu, 04 Dec 2003 20:44:52 GMT
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BR 1.45 will be rock stable and will be out soon, since I hate giving release dates I will say before christmas

And for any other BR oriented problems, check out the forums, that is where most of the questions get answered.

http://www.renevo.com/forum/forumdisplay.php?s=&forumid=34

Subject: BR.net / BR
Posted by coolmant on Wed, 21 Jan 2004 19:51:09 GMT
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Thank god. I could never get 1.13 to work. Well, can't wait. I need to get BR ready cuz I run an 8 player sniper server occasionally.

Subject: BR.net / BR
Posted by Alkaline on Fri, 23 Jan 2004 18:21:21 GMT
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Dante1.45 (currently in testing) will resolve all of these problems, and has been running pretty stable for the last couple days.

Dante, do you have a besta testing team? Or a list where you would want to beta test 1.45?

Subject: BR.net / BR
Posted by Alkaline on Fri, 23 Jan 2004 18:22:43 GMT
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coolmantThank god. I could never get 1.13 to work. Well, can't wait. I need to get BR ready cuz I run an 8 player sniper server occasionally.

Then you don't need a regulator. Because you can access fds it self and make changes that you want :rolleyes: I could see if you run a server most of time that you may need but if you run it occasionaly there is really no point in having a regulator bot.

Subject: BR.net / BR
Posted by snipesimo on Fri, 23 Jan 2004 20:13:29 GMT
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He has a private BETA team testing 1.4 and currently he isn't accepting new participants.