

---

Subject: Server Crashes

Posted by [Creed3020](#) on Mon, 17 Jan 2005 03:16:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well the server crashes weren't enough, now BRenBot is acting up. Many commands are not working such as !rules, !rotation and !nextmap.

In the BR window it will say:

```
<[EoE]Creed3020>!nextmap
running nextmap..
DEBUG: Nextmap...should have worked
```

Another command gone wild:

Quote:

```
<[EoE]Creed3020> !bl
<eoesvr01> 8 War Factory (500/500) * 8 AGT (500/500) * 8 Refinery (500/500) * 8 Barracks
(500/500) * 8 War Factory (500/500) * 8 AGT (500/500) * 8 Barracks (500/500) * 8 Refinery
(500/500) * 8 GDI Powerplant (500/500) * 8 War Factory (500/500) * 8 AGT (500/500) * 8
Refinery (500/500) *
<eoesvr01> 4 Airstrip (500/500) * 4 Hand of Nod (500/500) * 4 Obelisk (500/500) * 4 Refinery
(500/500) * 4 Refinery (500/500) * 4 Nod Powerplant (500/500) * 4 Airstrip (500/500) * 4 Hand
of Nod (500/500) * 4 Obelisk (500/500) * 4 Airstrip (500/500) * 4 Hand of Nod (500/500) * 4
Obelisk (500/500) * 4 Refinery (500/500) *
```

The current map is City Flying for the info below:

Quote:

```
<[EoE]Creed3020> !buildings
<eoesvr01> 8 War Factory (500/500) * 8 AGT (500/500) * 8 Refinery (500/500) *
<eoesvr01> 4 Airstrip (500/500) * 4 Hand of Nod (500/500) * 4 Obelisk (500/500) * 4 Refinery
(500/500) *
```

Is there a way to turn off the logs that pile up in the FDS folder from running gamelog? I know about this option,

; This enables Gamelog logging. If you want to turn it off, set it to 0.

; Note: Some of BRenBot's Features will not work then

Enable\_Gamelog=0

I hope this helps but if more details are required I'll post them too.

---