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Subject: Custom Scripts

Posted by [Cyber030](#) on Wed, 18 May 2005 02:42:39 GMT

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Hi, I am having some trouble with my custom scripts and the New CP that came with BRenBot 1.41. My custom scripts allow different commands of my own. My problem is, on BRenBot 1.40 They worked fine. When I downloaded a new one, they quit working right. The wrok, but they do not restart the server at the start-up of the FDS. I have to use an objects.ddb game modifier as the other half of my commands. The problem is, they don't work, since the game doesn't do an auto-restart at start-up. Any ideas on what I could add to my scripts to make the auto restart work, and have my own commands in?

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