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Subject: Re: Bots

Posted by [Nightma12](#) on Mon, 18 Dec 2006 22:41:51 GMT

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if you must know, it was added in NR v0.0.2 when NR wasnt the most stable of stable of bots....

it was originally designed to fix a few bugs that were caused by running NR for long periods of time - and it worked

ive also found restarting every 6 hours - helps with any possible memory leaks it may have. and the memdumps i created work perfect for ensureing things such as votes in progress - mods logged in, etc are not interrupted after a restart

also, notice how NR only checks for updates when it connects to the FDS.... it gives NR a chance to check for updates too

ive accually ran a copy of NR myself with the restart disabled and it runs fine, apart from a bug where it seems to lose connection to the FDS after 24 hours and needs to reconnect to fix this - however a simple PING? PONG! would fix this

however as it stands... unless theres a real big reason to remove the restart then theres no reason to remove it

^^ does that answer your question?

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