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Subject: Re: 2 BRenBot Questions

Posted by [danpaul88](#) on Sat, 25 Apr 2009 12:27:52 GMT

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The random announce is disabled if there are no players ingame. An IRC connection does not need any messages to be sent to the channel to stay active, there is a ping/pong system where the IRC server sends a ping to the client, and the client responds, which is exactly what BRenBot does. If it's timing out that suggests that either the ping request is not being sent, it's being lost en route, or the pong response is getting lose en route (ie: bad connection).

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