I use brenbot 1.52 with whole bunch of plugins for it, i use ssgm and rr and a whole bunch of different plugins one of them is brenbot.dll and it has never crashed my server yet.

Reborn when any building is at half damage its says its like 58567507546 damage. I got the aura proxy to work i just recompiled it and got it working.

I think peoples server might be crashing if they have a modified scripts.dll i always have plugins crash the server if the scripts.dll is modified. Thats why i just add everything to plugins.