
Subject: Re: BRenBot 1.53.11

Posted by [danpaul88](#) on Wed, 07 Mar 2012 12:52:19 GMT

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Does BRenBot say it has kicked them from the server, but they don't actually get kicked? If so that could be a problem with the SSGM 4.0 bansystem.dll since that now handles the kick console commands. Check renlog to see if there was any response to the kick command from the FDS... (renlog is still created in SSGM, under a subfolder along the lines of FDS\Renegade\FDS\somethingrother\renlog_00000.txt)
