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Subject: Re: RenList 1.0.8

Posted by [danpaul88](#) on Thu, 04 Dec 2014 22:19:35 GMT

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The IP address of the master server probably changed if everything stopped working at the same time. BRenBots UDP socket only resolves the hostname when the plugin loads, if the IP changes mid-session the GSA broadcasts will continue going to the old IP address until the GSA session is recycled (which can be achieved by unloading and reloading the plugin or rebooting the bot)

It's a bit unusual for a server like that to have a dynamic IP though...

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