Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by mac on Thu, 25 Nov 2004 22:21:03 GMT
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BRenBot 1.36 Release Candidate 3 is ready. I hope all the bugs are fixed now. Please beware that this is STILL a beta, and not final.

http://www.blackhand-studios.org/brenbot_rc3.zip

Changelog:
+Fixed !forcerg kicking every player. On startup, it should fix the database. If, for some reason, it does not you need to edit brenbot.dat yourself by removing the entry with the name, and no ip from the table forcerg.
+Fixed half renguard handling. It was not working properly in RC2. It will properly display the public hostmsgs, and pamsgs for clients.
+Added option in brenbot.cfg to seperate donate from gamelog, if you really want to do that. Beware that your server might crash, when a player does !donate on a player that has not loaded the map yet. BEWARE!
+Fixed several bugs in the renguard SSC
+Added option to delete gamelog files, instead of archiving it.

I changed/fixed the included scripts.dll. It should no longer crash on custom maps when someone is sets a beacon (I disabled it). Also, it should work alright with the cp1 custom maps. Didn't see any crashing there. C4 appears everywhere, I made sure of that.

That's it, I think.

Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by Creed3020 on Thu, 25 Nov 2004 23:14:25 GMT
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All I can say is, Thank You for all your hard work!

Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by Jellybe4n on Thu, 25 Nov 2004 23:41:43 GMT
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Cheers Mac, good job.

Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by zunnie on Thu, 25 Nov 2004 23:56:56 GMT
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Very nice Am running it now

Really very nice work also the par.exe seems to use less cpu % now.

[zunnie]

Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by Jellybe4n on Fri, 26 Nov 2004 01:03:54 GMT
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I just tried forcerg and it worked fine, the other none RG users where not kicked. Only thing is that the same person can type it 3 times and get a player kicked. On the whole though its lookin dam fine. Thanks again

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Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by Majiin Vegeta on Fri, 26 Nov 2004 02:45:22 GMT
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nice work ^_^

Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by [HLOW]Tomten on Fri, 26 Nov 2004 08:18:46 GMT
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Looks nice, I understand everything except: +Fixed several bugs in the renguard SSC

I just wanna know what bugs?

Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by Bonzo on Fri, 26 Nov 2004 18:48:20 GMT
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is this only the win32 version or can i use it with linux?

Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by afrog2 on Sun, 28 Nov 2004 06:07:46 GMT
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Does this have a ladder now?

Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by mac on Sun, 28 Nov 2004 08:49:20 GMT
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Release candidates never add major features, just bug fixes.

Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by zunnie on Sun, 28 Nov 2004 10:57:33 GMT
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I LOVE how BRenBot reports the game to GameSpy now, eventhough i use WOL to connect to
the server this surely is a nice thing for players who use GameSpy&Co

Nice work))))))))))))))))))))))))

Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by Defi on Sun, 28 Nov 2004 12:25:07 GMT
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Where can i get the linux version?

Subject: BRenBot 1.36 Release Candidate 3 released.
Posted by Alkaline on Tue, 30 Nov 2004 09:37:45 GMT
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gamelog = bad!
that is all I have to say for now...

oh

SSAOW = BAD, crashes many new maps

other than that gj mac, btw thanks for seperating donate, however, the server crash thing is too
much risk... maybe you could add a timer, wait 2 mins after a person joins before any donating
can be done to him/her?