Subject: Brenbot 1.52 issues illegal modulus gamelog.pm
Posted by Goztow on Fri, 24 Jul 2009 20:06:09 GMT
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Brenbot 1.52 (latest build) but also does it with brenbot 1.51! using the full install package for brenbot, nothing else.

Edit: I restarted server and cleared the ssgm gamelog of today and it doesn't happen anymore. However, I still want to know why it happened, if possible, to be sure it doesn't happen anymore. Brenbot still worked correctly during this error spitting, BTW.
edit2: it started doing it again.
Quote:<CWbot> Runtime Error: Illegal modulus zero at gamelog.pm line 451.
<CWbot> Runtime Error: Illegal modulus zero at gamelog.pm line 451.
<CWbot> Runtime Error: Illegal modulus zero at gamelog.pm line 451.
<CWbot> Runtime Error: Illegal modulus zero at gamelog.pm line 451.

File Attachments
1) gamelogpm.PNG, downloaded 736 times

Subject: Re: Brenbot 1.52 issues illegal modulus gamelog.pm
Posted by danpaul88 on Fri, 24 Jul 2009 22:37:57 GMT
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I suspect it's something to do with the BI modifications to the gamelog on the TK2 server, I would need to see the gamelog file to see what the problem is...

EDIT: Just checked the 1.52 copy of gamelog.pm from the SVN and it looks like that error is caused by the building repair automatic recommendation setting in brenbot.cfg either being set to 0 or being missing completely. Thus, every time someone does any repairing to a building it tries to divide by this value which is set to 0, hence the illegal division by 0 error.

Subject: Re: Brenbot 1.52 issues illegal modulus gamelog.pm
Posted by CarrierII on Sat, 25 Jul 2009 09:19:33 GMT
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Oop! Time to change that to one.

Subject: Re: Brenbot 1.52 issues illegal modulus gamelog.pm
Posted by danpaul88 on Sat, 25 Jul 2009 09:26:10 GMT
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Indeed, especially since I think the config actually tells you to set it to 0 to disable the recommendation...

Subject: Re: Brenbot 1.52 issues illegal modulus gamelog.pm
Posted by Goztow on Sat, 25 Jul 2009 09:40:37 GMT
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Yup, I had set them all to 0. I now set them back to the original.