Subject: Re: BRenBot 1.53.11
Posted by danpaul88 on Tue, 06 Mar 2012 13:44:51 GMT
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Do you have auto-balance turned on? In the first few minutes of a map if auto-balance is enabled BRenBot will try to keep the teams even by swapping players around.

EDIT;
As for banlist.tsv, I was unaware of its existence when I originally coded the support for the SSGM 4.0 banning system and assumed it would simply use the existing allow console command to un-ban players. First I heard of it was last week when Stealtheye told me about it.