danpaul88 wrote on Sun, 05 August 2012 11:18Well, that was never considered a high priority thing to look into because it's uncommon to restart the bot in the middle of a game. Normally the bot and FDS are loaded at the same time and thus all CREATED:blah gamelog entries would be read by the bot for the first map in the rotation.

Yea its not a big deal. functions like getPlayerFromObjectID wont work until the player gets killed or they change characters. Most of the gamelog stuff wont work or ranks wont work correctly.

I have just seen jelly restart brenbot in middle of game. Their usually are people with the last hotwire or something. On jelly marathon it could be hours before they are killed. They wont achieve any recommendations or have their rankstats updated ect, until a new game starts.

Just thought i would mention it.