Subject: BRenBot 1.33 Released!
Posted by Blazer on Thu, 08 Apr 2004 13:16:41 GMT
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BRenBot 1.33 is now co-released with RenGuard! BRenBot has over 20 bugfixes and features, with many more planned. Most of the bugs were fixed due to peoples suggestions on mantis.n00bstories.com (see http://www.renforums.com/viewtopic.php?t=9557).

Head on over to http://www.brenbot.com for info and downloads.

Here are just a few of the fixes:

1. RenGuard Support (see RenGuard section)
2. Added !rehash command which reloads all configs (so you dont have to restart the bot after adding moderators etc.)
3. BRenbot now rejoins channel if kicked.
4. Reconnects to IRC if disconnected.
5. Proper spacing of name column in !playerinfo
7. Removed dependency on perlglob.exe. Now using internal directory scanning code to get mapnames.
8. The above also fixes the "!shownextmap doesn't work" issue, as well as the "!setnextmap or !vote map blah" sets to an invalid map issue.
12. Fixed bug where config file was not parsed correctly depending on spaces around the equal signs.
13. Removed hard coded autoresponses for "refill", "base to base", and "spawn kill".
14. Fixed issue with not getting a rec for most kills if you have zero deaths.
15. Removed !ban powers from TempMods.
16. Added highlighting of mods/tempmods names in !playerinfo
17. Added bounds checking for all msg commands to prevent buffer overflow/FDS crash exploit (including !setjoin/!viewjoin).
18. General code optimizations.
19. recommendations join text are now external and customizable as recs.txt