Subject: BRenbot 1.40 Disconnect Detected.. (Update!)
Posted by LegendLady on Wed, 01 Dec 2004 18:59:35 GMT
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Well i updated to 1.40
Seems like I get the same error:

C:\Westwood\RenegadeFDS\Server\BRenBot>brenbot
BRenBot 1.40 MSWin32.
brenbot is Copyright 2003-2004 by Blackhand Studios. All Rights reserved.
bhs.dll libary found. Enabling support.
Connecting to RenGuard...
Kick public message is disabled!
Could not load ssc_ignore.txt - No users are being ignored by RenGuard! (No such file or directory)
Got serverlist..
server: error 11004 creating socket: Unknown error
IRC Initialization...joining irc.n00bstories.com:6667
my nick is a000000cr
Setting up protected nickname thread...
Setting irc refresh thread...
Connection to failed. Reconnecting..
IRC: Disconnect detected.. reconnecting in 60 seconds...
Connection to failed. Reconnecting..
Connection to failed. Reconnecting..
Connection to failed. Reconnecting..
Connection to failed. Reconnecting..
Connection to failed. Reconnecting..
socket: IO::Socket::INET: Bad protocol 'udp' at script/brenbot.pl line 1796.

Subject: BRenbot 1.40 Disconnect Detected.. (Update!)
Posted by jjkuby on Wed, 01 Dec 2004 23:46:28 GMT
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I got the same problem as well, the game is not reporting to GSA and should be, but as far as I can tell it is running on WOL but does not crash and seems to run fine otherwise. I am only really concerned about getting my game to report to GSA

Subject: BRenbot 1.40 Disconnect Detected.. (Update!)
Posted by LegendLady on Thu, 02 Dec 2004 21:17:37 GMT
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ATleast urs got onto mIRC
mine doesnt even come that far

Subject: BRenbot 1.40 Disconnect Detected.. (Update!)
Posted by Deltafox2004 on Fri, 10 Dec 2004 15:24:52 GMT
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Same here, but it times both my bots are having this problem. I have 1.35,1.36,1.40. Server one runs core patch so the 1.40 was called into action. Server 2 is only a sniper server so i left 1.35 sitting around just incase. The problem i'm having is when 1.40 bot is running 1.36 or 1.35 don't want to connect half the time. Same goes for 1.40 at times thats not connection and its taking a full box shutdown to sort it.