Subject: brenbot 1.40 help
Posted by forcee on Tue, 04 Jan 2005 14:55:33 GMT
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hi,

i will start the brenbot now. But i cant it shows

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!
Got serverlist..

CAN someone help me

Subject: brenbot 1.40 help
Posted by Cat998 on Tue, 04 Jan 2005 15:42:08 GMT
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Hm, had the same problem.
A 120 MB gamelog.txt file was the reason, after renaming it to
_gamelog.txt, it worked.
You maybe have the same problem.

Subject: brenbot 1.40 help
Posted by forcee on Tue, 04 Jan 2005 16:11:09 GMT
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thx its work

Subject: brenbot 1.40 help
Posted by zunnie on Tue, 04 Jan 2005 18:12:10 GMT
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Delete gamelog files instead of archiving it. Normally, brenbot archives it.

Delete_Gamelog_Files = 1

Subject: brenbot 1.40 help

Posted by forcee on Tue, 04 Jan 2005 19:09:16 GMT

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ok i saw that the gamelog has more than 680 MB

and when i activated the option he will delet always the gamelog(s)?
Every day ? or wich time?

Subject: brenbot 1.40 help
Posted by zunnie on Thu, 06 Jan 2005 05:42:17 GMT

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Enabling taht option will delete the gamelog.txt after each map has ended.
This is pretty much recommended for all servers unless you
are tracking a bug or something that MIGHT have to do something with
gamelog things.
But mostly this is not the case so: Set it to 1 to optimize brenbot speed
and make sure this 'hanging' doesnt happen

[zunnie]

Subject: brenbot 1.40 help
Posted by forcee on Fri, 07 Jan 2005 09:20:23 GMT

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ok i have enabled the option.

but it isnt work.
the brenbot dont delete the gamelog files after the one map.

it create more and more gamelog files with the name of the maps and the time.