Subject: Error (Kinda)
Posted by Caveman on Tue, 08 Nov 2005 17:14:57 GMT
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Well i downloaded the No gameplay pending patch, and about 4 maps after (about an hour) Brenbot 1.41 posted this message

[17:10:34] <@Fastc0nn1Bot> Runtime Error: dbih_setup_fbav: invalid number of fields: -1, NUM_OF_FIELDS attribute probably not set right at modules.pm line 1077.

Now ive never seen this before and i was wondering does anyone seen it and what to do to fix it?

Thanks Cave.

Subject: Re: Error (Kinda)
Posted by Caveman on Mon, 14 Nov 2005 08:27:14 GMT
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Noone gonna help?

Subject: Re: Error (Kinda)
Posted by light on Mon, 14 Nov 2005 09:05:27 GMT
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All I can find on Google is that it is an error that happens in Perl DBI. (http://www.google.co.nz/search?q=+dbih_setup_fbav:+invalid+n umber+of+fields&hl=en&lr=&start=10&sa=N)

Perl DBI (DataBase Interface) is the most common database interface for the Perl programming language. DBI was specified by Tim Bunce, in collaboration with others, starting in 1994, and is currently maintained across the Internet as a CPAN module in accordance with the Open Source model. DBD (DataBase Driver) serves as an abstraction layer which allows programmers to use nearly platform-independent SQL code in their applications. en.wikipedia.org/wiki/Perl_DBI

However, I have never coded in Perl, so thats about as helpful as I can be Sorry.

Subject: Re: Error (Kinda)
Posted by mac on Mon, 14 Nov 2005 09:56:32 GMT
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You can ignore this error

Subject: Re: Error (Kinda)
Posted by Caveman on Mon, 14 Nov 2005 20:06:48 GMT
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mac wrote on Mon, 14 November 2005 03:56You can ignore this error

Well thats what i did in the first place. But now my BrenBot doesnt work, The only commands that work are !gi and !help..