

[View Forum Message](#) [<>](#) [Reply to Message](#)

<CWbot> Runtime Error: Illegal modulus zero at gamelog.pm line 451.

1) [gamelogpm.PNG](#), downloaded 601 times



Subject: Re: Brenbot 1.52 issues illegal modulus gamelog.pm

Posted by [danpaul88](#) on Fri, 24 Jul 2009 22:37:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I suspect it's something to do with the BI modifications to the gamelog on the TK2 server, I would need to see the gamelog file to see what the problem is...

EDIT: Just checked the 1.52 copy of gamelog.pm from the SVN and it looks like that error is caused by the building repair automatic recommendation setting in brenbot.cfg either being set to 0 or being missing completely. Thus, every time someone does any repairing to a building it tries to divide by this value which is set to 0, hence the illegal division by 0 error.

---

---

Subject: Re: Brenbot 1.52 issues illegal modulus gamelog.pm

Posted by [CarrierII](#) on Sat, 25 Jul 2009 09:19:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Oop! Time to change that to one.

---

---

Subject: Re: Brenbot 1.52 issues illegal modulus gamelog.pm

Posted by [danpaul88](#) on Sat, 25 Jul 2009 09:26:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Indeed, especially since I think the config actually tells you to set it to 0 to disable the recommendation...

---

---

Subject: Re: Brenbot 1.52 issues illegal modulus gamelog.pm

Posted by [Goztow](#) on Sat, 25 Jul 2009 09:40:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yup, I had set them all to 0. I now set them back to the original.

---