
Subject: BRenBot 1.36 Release Candidate 3 released.

Posted by [mac](#) on Thu, 25 Nov 2004 22:21:03 GMT

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BRenBot 1.36 Release Candidate 3 is ready. I hope all the bugs are fixed now. Please beware that this is STILL a beta, and not final.

http://www.blackhand-studios.org/brenbot_rc3.zip

Changelog:

+Fixed !forcerg kicking every player. On startup, it should fix the database. If, for some reason, it does not you need to edit brenbot.dat yourself by removing the entry with the name, and no ip from the table forcerg.

+Fixed half renguard handling. It was not working properly in RC2. It will properly display the public hostmsgs, and pams for clients.

+Added option in brenbot.cfg to separate donate from gamelog, if you really want to do that.

Beware that your server might crash, when a player does !donate on a player that has not loaded the map yet. BEWARE!

+Fixed several bugs in the renguard SSC

+Added option to delete gamelog files, instead of archiving it.

I changed/fixed the included scripts.dll. It should no longer crash on custom maps when someone is sets a beacon (I disabled it). Also, it should work alright with the cp1 custom maps. Didn't see any crashing there. C4 appears everywhere, I made sure of that.

That's it, I think.
