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Subject: Brenbot 1.40 not reporting to gsa  
Posted by [jjkuby](#) on Sat, 04 Dec 2004 12:57:27 GMT  
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ok so far changing the under map and the scripts has fixed the defences on under and fixed the game crash. I removed the # before the items listed above. But brenbot still does not report my game to gsa, (but at least now it says that it is, it just isn't). I'm not sure if it is the socket error, or if it has something to do with not having a line with the external IP listed in brenbot.cfg like 1.36RC3 had in it. For now I have disabled the broadcast to gamespy line and just used wolspy in it's place. With these fixes in place my server is running beautifully.

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