AlkalineSOLUTION:
Don't run the scripts.dll that came with the bot!
run flatout vanilla scripts that came with the game or scripts 1.93 by jonwil

Sorry mac, but the scripts you have with brenbot cause 0 bug and generally uncessary cpu slowdowns... it was a nice concept but eventually no one cares about pretty explotions and weather... although weapon drop is something I will miss

I never had this 0-bug on any of the fanmaps servers (and not on other servers i installed it on neither).
So it must be something you did to the server ie: wrong installed possibly? Not checking if objects.ddb and bjects.ddb exist in the data directory of server?
FYI: The latest 1.2 release of cp1&br140 work with objects.aow and do not cause 0-bug for as far as i am aware O.o

"pretty explotions" = SSAOW, not brenbot 1.40 & its scripts
"and weather" = SSAOW
"weapon drop" = SSAOW

You can disable these options in server2.ini btw.