Subject: Server Crashes
Posted by mac on Mon, 17 Jan 2005 12:47:01 GMT

You haven't given me any details on the crash issue..

When does it crash? Does it crash when someone is killed? Does it crash when someone sets an ion cannon? etc

Post the last line of the logs and irc output, before it crashes. Look if there is a player with a very long name joining before it crashes, thats a known exploit

I know about the !bl issue.. it should be better in the next version.

There's an option in brenbot.cfg that is called
Delete_Gamelog_Files

Set that to 1, and it should delete gamelog files instead of archiving it!