One thing that was a little upsetting was that we HAD to use brenbot with this patch. we use BR.net 1.5 and its a custom Compiled build. This build worked 100% with Voltkybokys ssaow 1.3.1. however since you guys took it over from the open source you have changed it to only work with your bot... Not a cool thing... Voltkys original worked with all bots... without discrimination...

Now All I get is crashes when I applied the SSCP1.3 on our testbed server. It works for a while (not even 1 map really) then I get a No IP detected error after it forces itself to reboot. Every thing worked 100% untill I install SSCP1.3. I have adjusted the server2.ini log to point to the right location and the ONLY thing i can think of is that the new dlls and the new EXE 1.1 were coded to lockout the BR.net 1.5 Bot from the server (ie protected DDE). We use this version for a multitue of reasons, not the least of which is better preformance via IRC. And more customizable server side commands... Without needing to recompile each and every time we add a command.

I'm sorry but I felt it was important to alert server owners NOT to install the full SSCP1.3 if they run the BR.net 1.5 bot currently. it plain and simple does not work with it...   use the BHS.dll and use the SSAOW 1.3.1 build from Voltkys source code. you will still have to debug for new maps and there is no crate drops, but at least the script WORKS this way with out crashing your server...

I am willing and longing to test again once this problem is addressed.

Thank you.

=HT=Ingram   Member, Moderator, Beta tester, IRCops HazTeam...