
Subject: Bugs in BRenBot 1.41

Posted by [zunnie](#) on Mon, 14 Feb 2005 12:35:48 GMT

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[14-02|13:32:37] <DethBot> Host: [BR] -R-U-L-E-S-: Default language is english, No tankstealing from teammates, No idling, No base to base camping, No Extensive loser behaviour, No roofnuking on nonflying maps // *HILLCAMPING ALLOWED ON HOURGLASS* *WALLJUMP ALLOWED ALSO* // For detailed server rules visit <http://www.moonlightshakers.net>

[14-02|13:32:38] <DethBot> Initializing GameSpy Mode

[14-02|13:32:38] <DethBot> Channel created OK

The server could crash (like above) if ppl put too long msgs in autoannounce.brf or messages.brf (rules).

Maybe possible to put a limit on max chars in these files so it cuts out chars that make the msg too long.

I think the following screenies explain why you sometimes dont get the vehicle you were supposed to get:

<http://www.fanmaps.net/zunnie/images/vehcrate1.jpg>

<http://www.fanmaps.net/zunnie/images/vehcrate2.jpg>

This happens on Field and Hourglass sometimes, maybe the 'cargo' gets stuck in the walls sometimes, like the hummer on screenie 2
