
Subject: BRenBot 1.50 build 2

Posted by [danpaul88](#) on Mon, 04 Jun 2007 20:39:32 GMT

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Small update to BRenBot 1.50 to fix issues with the new RenGuard network updates. Disconnected players will no longer be kicked immediately, but will instead be checked again in 15 seconds to see if they have reconnected. If they have not then they will be dealt with as a new player with no RenGuard, and can be forceRG'ed.

If the server is full RenGuard or they have been forced to use RenGuard and they have not reconnected after the 15 seconds they will be kicked from the server.

This update has NOT been extensively tested, and therefore I strongly recommended that you take a backup of your existing brenbot.exe file in the event that you need to revert to that version. If you have any problems with this new build please post them here.

Unfortunately I cannot provide a Linux version of 1.50 build 2 at this time.

File Attachments

1) [br_1-50-2_Win.zip](#), downloaded 5220 times
