Subject: Re: Brenbot 1.52 issues illegal modulus gamelog.pm
Posted by danpaul88 on Fri, 24 Jul 2009 22:37:57 GMT

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I suspect it's something to do with the BI modifications to the gamelog on the TK2 server, I would need to see the gamelog file to see what the problem is...

EDIT: Just checked the 1.52 copy of gamelog.pm from the SVN and it looks like that error is caused by the building repair automatic recommendation setting in brenbot.cfg either being set to 0 or being missing completely. Thus, every time someone does any repairing to a building it tries to divide by this value which is set to 0, hence the illegal division by 0 error.