
Subject: Re: Some BRenbot problems...

Posted by [KKJJ](#) on Tue, 18 Aug 2009 20:06:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

I already know exactly where was the problem. It was that I changed the scripts.dll file (for adding things to the gameplay), so brenbot was not writing on the ssgm_date file.
But until I realized it was that... Well, at least it's solved now
