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Subject: Re: How can I make that Brenbot recognize a new building?

Posted by [danpaul88](#) on Wed, 19 Aug 2009 07:50:48 GMT

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presets.cfg contains all the preset translations, but not having a buiding listed in there only affects the name shown in IRC, it would still function as normal. Additionally BRenBot cannot crash your FDS just because it doesn't know the name of a building, I suspect it's more likely that something in SSGM is conflicting with some scripts on the building.

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