Yeah I think its my bad...

I think cos im use to the way ssgm 2 worked, the bot will return the same GI information when noone is ingame.. Example;

Toggle Spoiler
20 Oct 11 - 11:51:20] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0 points Nod: 0/40 players 0 points 0.29.59 mins left SFPS: 10
[20 Oct 11 - 11:51:26] <~Caveman> !gi
[20 Oct 11 - 11:51:27] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0 points Nod: 0/40 players 0 points 0.29.40 mins left SFPS: 60
[20 Oct 11 - 11:51:28] <~Caveman> !gi
[20 Oct 11 - 11:51:29] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0 points Nod: 0/40 players 0 points 0.29.40 mins left SFPS: 60
[20 Oct 11 - 11:51:30] <~Caveman> !gi
[20 Oct 11 - 11:51:31] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0 points Nod: 0/40 players 0 points 0.29.40 mins left SFPS: 60
[20 Oct 11 - 11:51:31] <~Caveman> !gi
[20 Oct 11 - 11:51:32] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0 points Nod: 0/40 players 0 points 0.29.40 mins left SFPS: 60
[20 Oct 11 - 11:51:32] <~Caveman> !gi
[20 Oct 11 - 11:51:33] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0 points Nod: 0/40 players 0 points 0.29.40 mins left SFPS: 60
[20 Oct 11 - 11:51:39] <~Caveman> !pl
[20 Oct 11 - 11:51:40] <Axbot1> There are no players ingame at this time.
[20 Oct 11 - 11:51:41] <~Caveman> !gi
[20 Oct 11 - 11:51:41] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0 points Nod: 0/40 players 0 points 0.29.40 mins left SFPS: 60
[20 Oct 11 - 11:51:47] <~Caveman> !sfps
[20 Oct 11 - 11:51:55] <~Caveman> !fds sfps 85
[20 Oct 11 - 11:51:59] <~Caveman> !gi
[20 Oct 11 - 11:52:00] <ExEric3|Storm> !version
[20 Oct 11 - 11:52:00] <Axbot1> Gameinfo: (WOL) Map: C&C_Volcano.mix GDI: 0/40 players 0 points Nod: 0/40 players 0 points 0.29.10 mins left SFPS: 60

Its only when I join game that it changes.

Edit:

Its not reporting whats going on ingame.. Kill messages, building kills etc...

Have I set it up wrong?