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Subject: Re: time limit and BRenBot

Posted by [danpaul88](#) on Wed, 18 Apr 2012 07:53:13 GMT

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Well I could look into adding special case logic in the bot for that but since you say it actually starts the time in the game but doesn't end the game when the time runs out that could actually be a candidate for an improvement in the server code itself, maybe see what jonwil thinks about it.

In theory if the time remaining was >0 and becomes 0 due to counting down on it's own the game should end regardless of what the actual time limit is set to.

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