
Subject: Re: BRenBot

Posted by [cAmpa](#) on Sun, 05 Aug 2012 11:39:02 GMT

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danpaul88 wrote on Sun, 05 August 2012 13:27Gen_Blacky wrote on Sun, 05 August 2012 08:04Update player gameobject ids if bot starts in middle of game. Like use LISTPLAYERSOBJECTIDS from reborns console commands or send the on CREATED;SOLDIER log.

I'm not sure what you mean by this? GameObject IDs are already updated on the CREATED logs.

I think he means, when the bot starts in the middle of the game, it needs to wait for the next CREATED;SOLDIER to get the player information.
