Subject: Re: BRenBot
Posted by danpaul88 on Sun, 05 Aug 2012 17:18:29 GMT

Well, that was never considered a high priority thing to look into because it's uncommon to restart the bot in the middle of a game. Normally the bot and FDS are loaded at the same time and thus all CREATED:blah gamelog entries would be read by the bot for the first map in the rotation.