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Subject: Re: BRenBot for 4.1

Posted by [danpaul88](#) on Tue, 11 Feb 2014 09:35:54 GMT

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I might still have the login details for that site lying around somewhere... if I dig them out I'll update it when I have chance.

Ethenal wrote on Tue, 11 February 2014 09:29P.S. and lol, I should have committed the mapload event fix, I had seen the =~ "Level loaded OK" thing awhile ago and fixed it on mine, but forgot to push it.

Yeah, that was an annoying one to find... it looks perfectly normal at first glance, it probably took half an hour or more of debugging before I realised it was the "" marks causing the problem :/ That's the problem of jumping between so many different programming languages, you miss syntactic derps sometimes...

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