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Subject: Some ideas for future versions...

Posted by [Alkaline](#) on Tue, 20 Jan 2004 20:43:40 GMT

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snipesimolt DOES work, its not my fault you aren't doing it right. If you follow the instructions, and set it to be killed at say 1:00 and then have it restart at 1:01 then theres no reason it shouldn't work. Also, its best to change the clock incase it does fail it ends up being 1 AM so no one is playing anyway.

Snipesimo.. we have tried 4 differnt servers, same exact problem ok! maybe it works when you have a 4 player server buy on big servers it doesn't. I have tried it only 4 differnt operating systems, the program crashed on the dot exactly at 12:00 PM, you have to wait to 1:00 Pm to start it up again, or change the clock, then you must also change the fdstalk port or it will hang, or will not update the game status, i.e. it will connect to fds, but won't recognize any commands sent to it.

Besides that, br.net has various other bugs, including voting problems, laddder, stablitiy, and port glytches... maybe 1.45 will fix that, which is why I said the real competetion will happen when 1.45 is released...however, volkbot has his own server manager script that runs via fds and doesn't even need a bot, if he releases that to the public, then we will have a total of 3 main contenders.

I use brenbot on 1 server and br.net on another, so far I'm impressed with brenbot more.

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