Subject: BRenBot Update...
Posted by Blazer on Mon, 29 Mar 2004 09:43:30 GMT
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There will soon be a new release of brenbot for linux and win32.

mac has added RenGuard support as well as some features regarding Gamespy nick protection. I worked the code some this tonight, fixing the following bugs/features so far:

1. Removed dependency on perlglob.exe. Now using internal directory scanning code to get mapnames.
2. The above also fixes the "!shownextmap doesn't work" issue, as well as the "!setnextmap or !vote map blah" sets to an invalid map issue.
3. Removed BAN powers from TEMP mods.
4. Added code to make brenbot rejoin its home channel if kicked.
5. Minor code cleanup (removing debug code, cosmetic indention, etc)
6. Fixed bug where config file was not parsed correctly depending on spaces around the equal signs.

This is by all means not the end of the fixes or features being added. If anyone has any serious bugs to report, please post them here. As usual, the next release will be announced here, and posted on http://www.brenbot.com (Yeah I know we need a new site layout there!)