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Subject: BRenBot 1.35 and SSC 1.02 released  
Posted by [mac](#) on Wed, 21 Apr 2004 14:02:03 GMT  
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I've fixed a RenGuard related WOL Authentication bug, that was causing the last "I get kicked from the Server, but I have RenGuard!" problem..

This bug has been fixed in brenbot and standalone SSC. I fixed this modules-bug in the SSC as well.

No other changes..

Have fun

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Subject: BRenBot 1.35 and SSC 1.02 released  
Posted by [egg098](#) on Wed, 21 Apr 2004 14:28:06 GMT  
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Nice one.

By the way, someone's going to ask so I'll answer now: ignore the file "Readme.txt.bak" - it's there by accident and won't do anything

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Subject: BRenBot 1.35 and SSC 1.02 released  
Posted by [zunnie](#) on Wed, 21 Apr 2004 14:59:57 GMT  
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Downloaded, Installed, Running

[zunnie]

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Subject: BRenBot 1.35 and SSC 1.02 released  
Posted by [Dante](#) on Wed, 21 Apr 2004 15:16:45 GMT  
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how was the fix thoroughly tested with the WOL outage ?

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Subject: BRenBot 1.35 and SSC 1.02 released  
Posted by [mac](#) on Wed, 21 Apr 2004 15:20:52 GMT  
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Dantehow was the fix thoroughly tested with the WOL outage ?

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I don't need to test this bug with WOL. It was \*affecting\* WOL Authentication, but I could test the results on GSA too. It just didn't affect GSA.

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Subject: BRenBot 1.35 and SSC 1.02 released  
Posted by [xptek\\_disabled](#) on Wed, 21 Apr 2004 17:02:01 GMT  
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Subject: BRenBot 1.35 and SSC 1.02 released  
Posted by [stahlei](#) on Tue, 11 May 2004 12:27:40 GMT  
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Hmm, we have 2 Problems with 1.35

- Server is extremely laggy now. Stopping brenbot stops the lag completely. But the problem exists already in 1.34 i think and is in the irc-connection-Part.

The Server load itself did not change, its about 60% with a 18 Player Server, and at about 80% with 24 Players (Athlon XP 2200+/512M, 2Mbit SDSL (18Player= 30-40% net-load )

- Autorec makes funny recs . MVP mostly is the second placed player. K/D and Most Kills Recs are mostly forgotten.

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