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Subject: The rglocate database  
Posted by [by\\_ruddles](#) on Wed, 18 Aug 2004 13:01:48 GMT  
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OK, so I know its currently 2 hours behind whats actually happening in the world of renguard, but is this going to be sorted out in any future updates or is it being left as-is?

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Subject: The rglocate database  
Posted by [mac](#) on Wed, 18 Aug 2004 13:37:38 GMT  
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!rglocate from brenbot accesses the real production database of renguard, it's always right.  
the website is a little behind because of database mirroring, but I don't think it's 2 hours..

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Subject: The rglocate database  
Posted by [Crimson](#) on Wed, 18 Aug 2004 18:30:20 GMT  
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It's not delayed. I located and disabled the problem and now it's real-time again.

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Subject: The rglocate database  
Posted by [WNxCABAL](#) on Wed, 18 Aug 2004 18:34:03 GMT  
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its fine for us.

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