
Subject: BRenBot 1.36 Public Beta Test Launched
Posted by [mac](#) on Thu, 21 Oct 2004 08:14:02 GMT
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BRenBot 1.36 is done! Public Beta test has been launched.

To participate, please drop me a PM, or visit us at IRC (look for me) to get a link.

This includes everything needed for brenbot, including the scripts.dll with gamelog.

Next Step is the compilation of the CP1 Windows Server Side Installer. Should be ready in a few days.

Subject: BRenBot 1.36 Public Beta Test Launched
Posted by [Alkaline](#) on Fri, 22 Oct 2004 13:02:41 GMT
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hey mac,
when your compiling the new scripts, try not to include anything from SSAOW. This mod is very unstable with new maps Its great with maps from WW, but its crashes frequently with new maps.

The only version I found stable is version 1.0

The only thing really usefull in this mod is the weapon drop, all others are just fps eating eye candy.

Subject: BRenBot 1.36 Public Beta Test Launched
Posted by [Alkaline](#) on Fri, 22 Oct 2004 13:03:21 GMT
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also can you PM me the link? I can't send people pms or reply to them. But I can recive them.

Subject: BRenBot 1.36 Public Beta Test Launched
Posted by [mac](#) on Fri, 22 Oct 2004 14:26:11 GMT
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I fixed the SSAOW issue with custom maps, they run fine now. My scripts.dll is based on SSAOW and adds gamelog.

Link from me, in PM.
