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Subject: BRenBot 1.40 Release (part of CP1 Server Side)

Posted by [mac](#) on Tue, 30 Nov 2004 10:42:44 GMT

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BRenBot 1.40 has been released. It's basically BRenBot 1.36 RC4 (never got released in public), just renamed and given a new version. There have been too many 1.36 beta versions for my taste.

This is only distributed in the CP1 Server Side Installer, which installs all the necessary stuff to (e.g scripts.dll that works with custom maps without crashing), contains all map fixes (see readme for details) and has included the 6 new maps. Note that you must backup your scripts.dll if you do not want to use the included ones (stock scripts.dll or SSAOW gamelog)

Download it here:

Win32 FDS Server Side Patch

Mirror 1: <http://download.renguard.com/SS-CP1.exe> (win32 server side)

Mirror 2: <http://download.blackhand-studios.org/SS-CP1.exe>

Mirror 3: <http://project-1337.com/ss-cp1/SS-CP1.exe>

Linux FDS Server Side Patch

Mirror 1: <http://download.renguard.com/ss-cp1.tar.gz>

Mirror 2: <http://download.blackhand-studios.org/ss-cp1.tar.gz>

Mirror 3: <http://project-1337.com/ss-cp1/ss-cp1.tar.gz>

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Subject: BRenBot 1.40 Release (part of CP1 Server Side)

Posted by [Alkaline](#) on Tue, 30 Nov 2004 15:45:31 GMT

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cool, can't wait to try it out

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Subject: BRenBot 1.40 Release (part of CP1 Server Side)

Posted by [Nightma12](#) on Tue, 30 Nov 2004 16:15:11 GMT

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is the new log file outputted in the same format as SSAOW?

because ive already started adding support for the SSAOW 1.3.1 renlog2.txt and i dont want to have to redo it >.<

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