
Subject: Renstat: Mismatch 13

Posted by [RedOne](#) on Tue, 23 Jan 2007 20:54:45 GMT

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Hi

I installed renstat. Configure it.

When I run it there no problem. But when he sees a file with a score It gives a mismatch 13 error. After update.

I read other topic about it. 1 said i had to remove all results??.txt files and add them 5 or 10 ad a time. Well

i tried with 1 and he gives already the error.

I configure it so that i made an log map and after raead it it moves results file to that map. I also tried to reset database.

Also the tabel it exports give black letters on a black background. And i did change the colors

Can anyone help me??

GrTz Red

Subject: Re: Renstat: Mismatch 13

Posted by [zunnie](#) on Wed, 24 Jan 2007 16:38:23 GMT

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Run renstat config and at the lower right deselect "Disable all stylistic (Non-Tabular) output".

Then the custom coloring etc should work.

Renstat only works if the server it processes the results* from is a laddered server afaik.

Subject: Re: Renstat: Mismatch 13

Posted by [RedOne](#) on Wed, 24 Jan 2007 20:47:30 GMT

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zunnie wrote on Wed, 24 January 2007 09:38Run renstat config and at the lower right deselect "Disable all stylistic (Non-Tabular) output".

Then the custom coloring etc should work.

I tried that before but it didnt work then. I try it again

Quote:Renstat only works if the server it processes the results* from is a laddered server afaik.

That was the answer. It now works fine BUT I had to do teamchange allow to =no. But I need that for the server i am working on. Now there is in brenbot !forcetc but when I do that i get

[BR] Players is not finished loading yet.

First a got the message that i had to turn gamelog on. But I don't know how to do it anymore.

Can u help me with that to??

Anyway thanks for the answer for Renstat

GrTz Red

PS On irc i had to !set gamelog on but then i got the message player didnt finishe loading yet. I tried after writing reply