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Subject: BrenBot & Server Restarts

Posted by [a000clown](#) on Tue, 08 Jul 2008 14:24:04 GMT

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I'm not sure if BrenBot specifically is causing this, but it only started happening after we switched regulators (previous was NR).

After the game ends it loads the next level, but then the server restarts. I know it's not the maps, and it doesn't happen all the time, seems to be random from what I can tell.

Windows Server 2003 SP2

BrenBot 1.52.0.0

Renegade Resurrection 1.1.0.94

SSGM 2.0.2

Scripts 3.4.1

BHS 3.4

I have a bunch of crashdumps if you need, they're all around 24mb though.

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Subject: Re: BrenBot & Server Restarts

Posted by [gkl21](#) on Tue, 08 Jul 2008 14:42:18 GMT

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Have any ssgm plugins loaded aswell? .. or using any other kind of plugins?

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Subject: Re: BrenBot & Server Restarts

Posted by [a000clown](#) on Tue, 08 Jul 2008 14:45:46 GMT

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BRenBot.dll

BR Plugins: IPBot, NoRG, Rank

No other SSGM plugins, but we do have a customized scripts.dll

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Subject: Re: BrenBot & Server Restarts

Posted by [danpaul88](#) on Tue, 08 Jul 2008 16:19:13 GMT

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If you have crashdumps the problem is most likely something in your customised scripts.dll.

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Subject: Re: BrenBot & Server Restarts

Posted by [a000clown](#) on Tue, 08 Jul 2008 17:56:30 GMT

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Pretty sure I stopped it from restarting now.

I don't think our custom scripts liked the extra defenses, disabling them in BRenBot.ini seems to have fixed the problem.

Thanks for the help.

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