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Subject: BRenbot

Posted by [Knight](#) on Mon, 03 Aug 2009 04:10:00 GMT

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I've had this problem in the past. BRenbot would only show who join/leaves the game in the public channel that's it, doesn't show if there's any kills. But in the admin channel it would show everything that's going on in game. To fix this problem before I would just re-install BRenbot to fix the problem. Now I'm too lazy to do that and want to go straight to the source of the problem. Anyone know why it's doing this?

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Subject: Re: BRenbot

Posted by [danpaul88](#) on Mon, 03 Aug 2009 20:55:57 GMT

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You can configure what information goes to the public channel using the settings in brenbot.cfg, read the descriptions on the settings to see what they all do.

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Subject: Re: BRenbot

Posted by [Knight](#) on Tue, 04 Aug 2009 02:04:03 GMT

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Yeah I know that. It was working fine with out no problem. Now all of a sudden it started to only reporting join and leaving in public channel that's it. Anyone else know? \*read my first post\*

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Subject: Re: BRenbot

Posted by [Genesis2001](#) on Wed, 05 Aug 2009 07:53:25 GMT

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danpaul88 wrote on Mon, 03 August 2009 13:55 You can configure what information goes to the public channel using the settings in brenbot.cfg, read the descriptions on the settings to see what they all do.

I forgot about those settings. I haven't really explored in brenbot.cfg much xD I just edit what I need and be done with it sooo. ya xD

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