
Subject: How can I make that Brenbot recognize a new building?

Posted by [KKJJ](#) on Wed, 19 Aug 2009 07:13:19 GMT

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Hi. I'm running Brenbot 1.52 and the APB fds. I have a map wich is having a building made by me so it's not from the APB.

The problem I'm getting is that the map crashes the fds when someone damage this building, and I think the problem is with the bot. The map is not bugged, sure, it runs perfectly fine just with the fds, without the bot (and you can destroy the building without any crash).

If the gamelog is off, the map will not crash, but obviously I want gamelog on. And other thing I saw is that the ssgm writes this building well in the txt file and when typing !buildings i also will be able to see it and his hp (from IRC i mean), but when someone damage it...

Here's the ssgm txt file

Quote:[09:00:02] _GENERAL This server appears to be running Red Alert: A Path Beyond. Some features will be disabled.

[09:00:03] _GENERAL New settings detected and loaded from ssgm.ini!

[09:00:03] _GENERAL Running in All Out War mode.

[09:00:03] _GAMELOG 2.03;RA_MSBNK.mix

[09:00:03] _GAMELOG CONFIG;30;[HF SERVER]

[09:00:03] _GAMELOG

CREATED;BUILDING;150557;mp_Allied_Bunker;-172;0;0;700.000000;0.000000;1

[09:00:03] _GAMELOG

CREATED;BUILDING;150394;mp_Soviet_Barracks;-5;0;2;400.000000;0.000000;0

[09:00:03] _GAMELOG

CREATED;BUILDING;150393;mp_Allied_Barracks;-105;2;3;400.000000;0.000000;1

[09:00:03] _GAMELOG

CREATED;BUILDING;150392;mp_Soviet_Bunker;51;0;0;700.000000;0.000000;0

[09:00:03] _GAMELOG

CREATED;BUILDING;150391;mp_allied_super_silo;-115;36;33;300.000000;0.000000;1

[09:00:03] _GAMELOG

CREATED;BUILDING;150390;mp_soviet_super_silo;-4;-32;33;300.000000;0.000000;0

I suppose there's a file in wich I have to add something to make brenbot recognizes this building (like someone sure has done it for the APB buildings), but I dont know where to start. Need help.
Thanks

Subject: Re: How can I make that Brenbot recognize a new building?

Posted by [danpaul88](#) on Wed, 19 Aug 2009 07:50:48 GMT

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presets.cfg contains all the preset translations, but not having a buiding listed in there only affects the name shown in IRC, it would still function as normal. Additionally BRenBot cannot crash your FDS just because it doesn't know the name of a building, I suspect it's more likely that something in SSGM is conflicting with some scripts on the building.

Subject: Re: How can I make that Brenbot recognize a new building?

Posted by [KKJJ](#) on Wed, 19 Aug 2009 10:24:46 GMT

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Yes danpaul you were right. The map is crashing the fds and bot keeps working, but fds won't crash if i remove the SSGM, my mistake.

Thanks a lot.

Subject: Re: How can I make that Brenbot recognize a new building?

Posted by [KKJJ](#) on Wed, 19 Aug 2009 15:08:17 GMT

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you're a genius man. A script on the building was the fault of the crash
