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Subject: rr and brenbot

Posted by [robbyke](#) on Wed, 20 Oct 2010 15:25:15 GMT

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what do both load on level load because somewhere there they collide with each other crashing my server

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Subject: Re: rr and brenbot

Posted by [danpaul88](#) on Wed, 20 Oct 2010 15:38:44 GMT

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For the millionth time, BRenBot doesn't LOAD anything, it just sends RenRem commands to the FDS which CANNOT crash it.

If your server is crashing then there must be a bug in RR which is causing it to flip out and explode. Perhaps it's trying to hook into the RenRem data recieved from BRenBot and is crashing in the process. Go ask whoever coded RR to fix it or stop using it. Simple.

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Subject: Re: rr and brenbot

Posted by [cAmpa](#) on Wed, 20 Oct 2010 16:12:02 GMT

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danpaul88 wrote on Wed, 20 October 2010 17:38For the millionth time, BRenBot doesn't LOAD anything, it just sends RenRem commands to the FDS which CANNOT crash it.

If your server is crashing then there must be a bug in RR which is causing it to flip out and explode. Perhaps it's trying to hook into the RenRem data recieved from BRenBot and is crashing in the process. Go ask whoever coded RR to fix it or stop using it. Simple.

RR does run fine.

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Subject: Re: rr and brenbot

Posted by [Gen\\_Blacky](#) on Wed, 20 Oct 2010 18:15:20 GMT

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Brenbot works fine with rr. Its probably a ssgm plugin that you have that's conflicting with rr. Brenbot doesn't really support any of rr features without some modifications via custom brenbot plugins.

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Subject: Re: rr and brenbot

Posted by [robbyke](#) on Thu, 28 Apr 2011 15:41:48 GMT

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hmmm i would say your right but i dont dont run my ssgm plugin yet and as far as i know i only have the basic of basic brenbot....

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