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Subject: ssgm on scripts 4.0 won't run brenbot.dll or luaplugin.dll

Posted by [himselfd](#) on Tue, 27 Nov 2012 18:10:49 GMT

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It still runs characterrefund.dll this is what the configuration looks like:

[Plugins]

00=BRenBot.dll

01=CharacterRefund.dll

02=LuaPlugin.dll

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Subject: Re: ssgm on scripts 4.0 won't run brenbot.dll or luaplugin.dll

Posted by [danpaul88](#) on Tue, 27 Nov 2012 19:02:25 GMT

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brenbot.dll isn't compatible with SSGM 4.0 for a start. I believe LUA is, but only if you have the 4.0 version.

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Subject: Re: ssgm on scripts 4.0 won't run brenbot.dll or luaplugin.dll

Posted by [himselfd](#) on Tue, 27 Nov 2012 23:37:52 GMT

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How am I to get luaplugin 4.0 and also how do I install brenbot without brenbot.dll?

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Subject: Re: ssgm on scripts 4.0 won't run brenbot.dll or luaplugin.dll

Posted by [Lone0001](#) on Tue, 27 Nov 2012 23:50:43 GMT

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The 4.0 patch comes with BRenBot, all you should have to do is follow the instructions to properly configure it.

LuaTT is here. I'm not sure if it works with RC1 of the 4.0, latest version was made for Beta 5.

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Subject: Re: ssgm on scripts 4.0 won't run brenbot.dll or luaplugin.dll

Posted by [himselfd](#) on Tue, 27 Nov 2012 23:57:54 GMT

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Thanks I used to mess with renegade servers in the past and with the new scripts updates and such everything seems to be different. I'm actually making a Renegade server for the clan I run for until Renegade X comes out which I am extremely excited about.

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Subject: Re: ssgm on scripts 4.0 won't run brenbot.dll or luaplugin.dll

Posted by [danpaul88](#) on Wed, 28 Nov 2012 00:08:06 GMT

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brenbot.dll isn't actually anything to do with BRenBot, it's just an addon to SSGM that creates a few console commands that BRenBot will use if they are available. The useful commands from brenbot.dll are already included in SSGM 4.0 anyway.

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