
Subject: BrenBot error

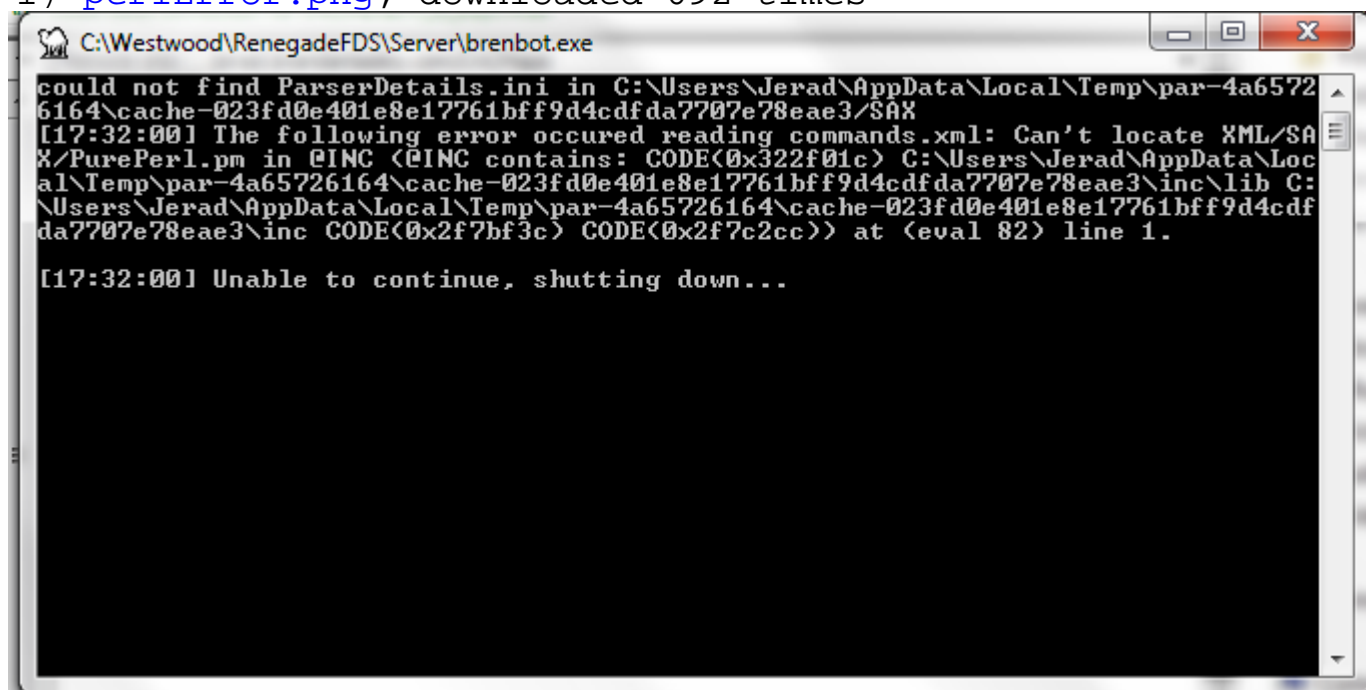
Posted by [Jerad2142](#) on Wed, 04 Jun 2014 22:40:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

So I recently started getting this error, I would assume it was related to GameSpy going down but from what I've heard its still up.

File Attachments

1) [perlError.png](#), downloaded 692 times



Subject: Re: BrenBot error

Posted by [Ethenal](#) on Wed, 04 Jun 2014 23:25:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Maybe try deleting that folder in %TMP% first? It may simply be that it did not unpack the scripts correctly. It's happened to me before.

Subject: Re: BrenBot error

Posted by [danpaul88](#) on Thu, 05 Jun 2014 06:51:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes, that bug is in par, the toolkit used to turn BRenBot into an exe file. It happens sometimes, especially if you kill the process halfway through unpacking and then run it again, it doesn't verify the integrity of the temp folder if it exists already.

Subject: Re: BrenBot error

Posted by [Gen_Blacky](#) on Thu, 05 Jun 2014 23:38:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

I remember experiencing that problem

After I included certain libs in the pp command line the problem never happened again.

```
pp -o=BRENBOT.exe -v -M XML::SAX::Expat
```

or i just never seen them since lol

Subject: Re: BrenBot error

Posted by [Ethenal](#) on Fri, 06 Jun 2014 04:07:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

I had to do that with a couple of things when compiling it myself, but that's a different problem from what danpaul is talking about. If you start BRenBot and it starts unpacking itself, it doesn't display anything so you might think it's frozen... if you close it while it's starting, it stops unpacking immediately. So the next time you start it, it will likely complain that the last file it was unpacking is corrupt.

Subject: Re: BrenBot error

Posted by [danpaul88](#) on Fri, 06 Jun 2014 08:48:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Indeed, that is exactly what happens.

On the related subject of packing up a modified BRenBot, the command line I use for pp is on the SVN in the Documentation folder, but for reference it is;

```
pp -o brenbot.exe -M POE/Filter.pm -M POE/Filter/Stream.pm -M XML/LibXML/Sax.pm -I  
libexpat-1_.dll -I libxml2-2_.dll -I libiconv-2_.dll -I liblzma-5_.dll -I zlib1_.dll brenbot.pl
```
