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Subject: Re: Some BRenbot problems...

Posted by [danpaul88](#) on Sun, 16 Aug 2009 08:40:15 GMT

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Catalyst: How do you suggest he runs stock SSGM on an APB server? Try reading a post fully before responding in future.

The problem is that BRenBot relies on SSGM's gamelog file to determine when a player has finished loading a map, but this file does not exist for APB servers because SSGM does not support it. There is a version currently being worked on for the APB FDS, but I don't know if it has been released yet.

There is a special version of BRenBot 1.50 that was designed to work properly with the APB FDS available here. It's a bit older than 1.52 but it removes things that don't work properly in APB, such as RenGuard.

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