Subject: Bugs in BRenBot 1.41
Posted by mac on Wed, 09 Feb 2005 15:11:01 GMT
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What are the most annoying bugs you found in BRenBot 1.41?

I will consider fixing them for the next major release, which is still very far away.. I would just like to know.

The feature set for the next major version is already set.

Subject: Bugs in BRenBot 1.41
Posted by Cat998 on Wed, 09 Feb 2005 15:49:28 GMT
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server: error 11004 creating socket: Unknown error

!rec (me) and !noob works over paging

Subject: Bugs in BRenBot 1.41
Posted by Creed3020 on Wed, 09 Feb 2005 22:07:40 GMT
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Quote:
<eoesvr01> Host: [BR] Please leave a8472847 come back when you figured out how an terminal works. (3 recommendations)
<eoesvr01> Host: [BR] Please leave a8472847 come back when you figured out how an terminal works. (3 recommendations)

Quote:
<eoesvr01> Host: [BR] uragoner0 has been recommended by BlazeRegulator: Destroyed Airstrip and Airstrip
<eoesvr01> [Vehicle Purchase]: xwaryx
<eoesvr01> Host: [BR] uragoner0 has been recommended by BlazeRegulator: Destroyed Hand of Nod and Hand of Nod

Kinda the same deal, but didn't happen other then that time.
Picture

Subject: Bugs in BRenBot 1.41
Posted by Kanezor on Mon, 14 Feb 2005 06:46:14 GMT
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I too was recommended for destroying the same building, on three separate occasions tonight.

I also found another bug.
In RenRem:
>help ban
>BAN [<nickname>|<Id>] Permanently ban a user from this server(GameSpy & WOL mode only).
In IRC:
[23:43:17] <NEBot1> [Vehicle Purchase]: BAN [<nickname>|<Id>] Permanently ban a user from this server(GameSpy & WOL mode only).[23:38:40] [FixxlE]G4ryBuseY

A screenshot is here.

Subject: Bugs in BRenBot 1.41
Posted by zunnie on Mon, 14 Feb 2005 12:35:48 GMT
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[14-02|13:32:37] <DethBot> Host: [BR] -R-U-L-E-S-: Default language is english, No tankstealing from teammates, No idling, No base to base camping, No Extensive loser behaviour, No roofnuking on nonflying maps // *HILLCAMPING ALLOWED ON HOURGLASS* *WALLJUMP ALLOWED ALSO* // For detailed server rules visit http://www.moonlightshakers.net
[14-02|13:32:38] <DethBot> Initializing GameSpy Mode
[14-02|13:32:38] <DethBot> Channel created OK

The server could crash (like above) if ppl put too long msgs in
autoannounce.brf or messages.brf (rules).
Maybe possible to put a limit on max chars in these files so it cuts out
chars that make the msg too long.

I think the following screenies explain why you sometimes dont get the
vehicle you were supposed to get:

http://www.fanmaps.net/zunnie/images/vehcrate1.jpg
http://www.fanmaps.net/zunnie/images/vehcrate2.jpg

This happens on Field and Hourglass sometimes, maybe the 'cargo' gets
stuck in the walls sometimes, like the hummer on screenie 2