Well, this fix turns out to be very easy, if youre designing your own Renegade Stats system. In the file with the bug, the only field that is not a static size is Player. Find the length of the string, minus the length of the static fields and you get the length of the Player.varLenght = Len(strSring) - 59
strPlayer = Trim((Mid(strSring, 6, varLenght)))
Edit: WOL and GSA modes output different file formats, but this method will work for formated files or the "bug" file formats.