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Subject: BRenbot 1.40 Disconnect Detected.. (Update!)

Posted by [jjkuby](#) on Wed, 01 Dec 2004 23:46:28 GMT

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I got the same problem as well, the game is not reporting to GSA and should be, but as far as I can tell it is running on WOL but does not crash and seems to run fine otherwise. I am only really concerned about getting my game to report to GSA

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