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Subject: Re: BRenBot 1.53.11

Posted by [danpaul88](#) on Tue, 06 Mar 2012 17:37:34 GMT

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Sounds like the format of the gamelog messages might have changed since SSGM 2.0.2 then... they were supposed to be compatible. Will need some samples of gamelog output of kill strings to look into that one.

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