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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!  
Posted by [Ethenal](#) on Tue, 12 Jun 2012 22:48:25 GMT

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Quote: Tue 17:33:59 join: Null (Null@ren-A73B9CB3.dhcp.leds.al.charter.com)  
clones (0) has joined #Null  
Tue 17:33:59 (Null) BRenBot 1.53 reporting for duty! Type !help for a list of  
commands.  
Tue 17:33:59 mode: (ChanServ) sets mode: +o Null  
Tue 17:34:16 (@Null) Host: BRenBot 1.53 starting up. Type !help for a list of  
commands  
Tue 17:34:20 (@Null) Host: [BR] Settings for C&C\_Field.mix: Time Limit: 30,  
Mine Limit: 35, Vehicle Limit: 8.Donations are allowed after 10 minutes.  
Tue 17:34:54 (@Null) Player Ethenal joined the game  
Tue 17:34:59 (@Null) Host: [BR] Ethenal does not have any recommendations.  
Tue 17:35:18 (@Null) [BEACON] Ethenal deployed a Ion Cannon Beacon  
Tue 17:35:26 (@Null) Host: [BR] This server is running BRenBot 1.53  
Tue 17:36:06 (@Null) [BEACON] Ion Cannon Beacon has detonated  
Tue 17:36:06 (@Null) Ethenal killed theirself.

```
void SSGMGameLog::Log_Message(const char *message,const char *category)
{
  if (init)
  {
    char time[256];
    memset(time,0,sizeof(time));
    time[0] = 0x3F;
    GetTimeFormat(LOCALE_SYSTEM_DEFAULT,TIME_FORCE24HOURFORMAT,0,"[HH':'mm':'
ss] ",time,0xFF);
    StringClass str = "000";
    str += time;
    str += category;
    str += " ";
    str += message;
    Send(str.Peek_Buffer());
  }
}
```

All I changed was the "str += "" to "str += ' '" (added a space). scripts.dll attached.

EDIT: I confirmed that this space also affects \_C4 messages, so those should work too if BR actually supports them (it didn't do anything on mine, but they're definitely there).

## File Attachments

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1) [scripts.zip](#), downloaded 176 times

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