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Subject: TT w/ BRenBot bug

Posted by [Ani](#) on Wed, 04 Jul 2012 17:34:10 GMT

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So, if you place a beacon down and start shooting it, it will spam your channel with [BEACON] <beacon> has been detonated.

Should be easy to re-create, i'm also using the scripts that have the space issue fixed up so BR can relay [GENERAL] and [BEACON] logs

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