Subject: Re: TT w/ BRenBot bug Posted by Ethenal on Wed, 04 Jul 2012 19:55:03 GMT View Forum Message <> Reply to Message

I can confirm the above, I had PuTTy hooked up to the SSGM tcp log and I realized if I shoot the beacon, it SPAMS (and I mean SPAMS) "BEACON has detonated."

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums