Subject: BRenBot GSA broadcasting issue
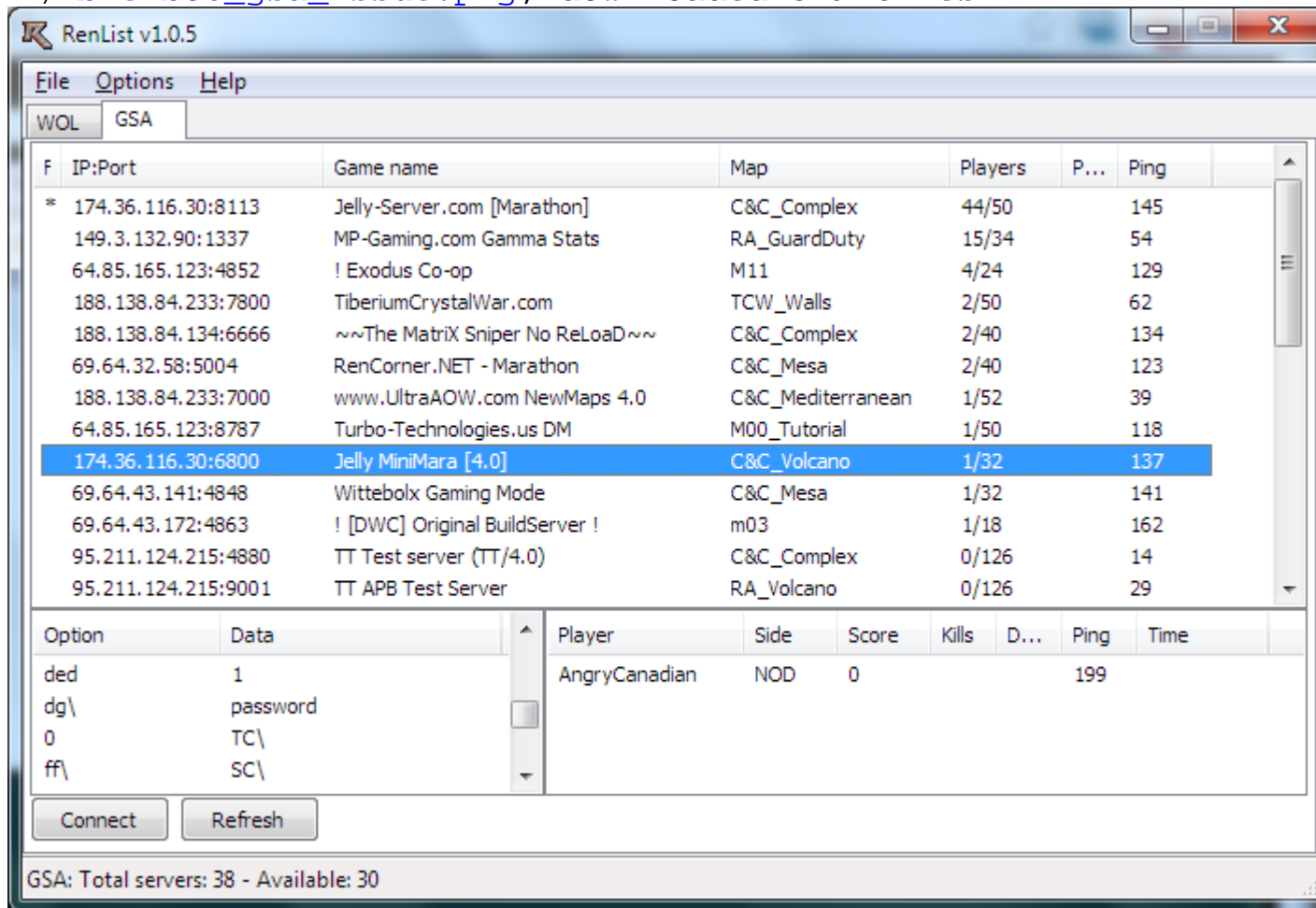Posted by iRANian on Fri, 06 Jul 2012 18:55:24 GMT
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BRenBot adds a few erroneous backslashes to the data it sends to GSA, this doesn't matter except that it breaks the passworded option for GSA clients so players can't join a passworded server via GSA if the server is broadcast via the BRenBot module.

File Attachments
1) brenbot_gsa_issue.png, downloaded 349 times