
Subject: Re: BRenBot GSA broadcasting issue
Posted by [Gen_Blacky](#) on Fri, 06 Jul 2012 19:27:03 GMT
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```
sub generate_rules
{
  my $string;

  # $string .= "\\BW\\1000000";
  $string .= "\\CSVR\\1";
  $string .= "\\DED\\1";
  $string .= "\\DG\\" . $config{'driver_gunner'};;
  $string .= "\\password\\" . serverStatus::getIsPassworded();
  $string .= "\\TC\\" . $config{'team_changing'};
  $string .= "\\FF\\" . $config{'friendly_fire'};
  $string .= "\\SC\\" . $config{'credits'};
  $string .= "\\SSC\\brenbot" . main::BR_VERSION;
  $string .= ( length($brconfig::config_gamespy_broadcast_website) > 0 ) ? "\\Website\\" .
$brconfig::config_gamespy_broadcast_website : ";
  $string .= ( length($brconfig::config_gamespy_broadcast_irc) > 0 ) ? "\\IRC\\" .
$brconfig::config_gamespy_broadcast_irc : ";
  $string .= ( length($brconfig::config_gamespy_broadcast_teamspeak) > 0 ) ? "\\Teamspeak\\" .
$brconfig::config_gamespy_broadcast_teamspeak : ";
  $string .= ( length($brconfig::config_gamespy_broadcast_ventrilo) > 0 ) ? "\\Ventrilo\\" .
$brconfig::config_gamespy_broadcast_ventrilo : ";
  $string .= "\\timeleft\\" . serverStatus::getTime();
  return $string;
}
```

doesn't it need the slashes.
