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Subject: Possible Bug

Posted by [Jellybe4n](#) on Thu, 19 May 2005 02:05:51 GMT

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Not sure if anyone has had this, if its been reported before I apologise, but if nobody ever speaks for fear of sound repetitive then nothing ever gets said.

Ok, on our server, the bot has started to report that a building has been killed twice simultaneously, and then the player gets rec'd for killing 2 buildings even though he has killed 1 building. So I'm wondering if this is a known problem, or if its new, and either way is there a way to fix it ?

<JellyBot2> bofurry destroyed Hand of Nod

<JellyBot2> bofurry destroyed Hand of Nod

<JellyBot2> Host: [BR] bofurry has been recommended by BlazeRegulator: Destroyed Hand of Nod and Hand of Nod

<JellyBot2> Frango destroyed Refinery

<JellyBot2> Frango destroyed Refinery

<JellyBot2> Host: [BR] Frango7 has been recommended by BlazeRegulator: Destroyed Refinery and Refinery

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Subject: Possible Bug

Posted by [Creed3020](#) on Thu, 19 May 2005 15:32:19 GMT

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Yep been reported before, not a big deal. The more people that have this problem, the greater need to fix it.

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