
Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!

Posted by [Xpert](#) on Tue, 12 Jun 2012 00:42:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

This if statement is a fail.

```
if (amount == 0 && damager == Get_Beacon_Planter(obj))
{
    StringClass str3;
    const char *str4 = Get_Translated_Preset_Name_Ini(obj);
    str3.Format("%s has detonated",str4);
    SSGMGameLog::Log_Message(str3,"_BEACON ");
}
```