
Subject: TT w/ BRenBot bug
Posted by [Ani](#) on Wed, 04 Jul 2012 17:34:10 GMT
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So, if you place a beacon down and start shooting it, it will spam your channel with [BEACON] <beacon> has been detonated.

Should be easy to re-create, i'm also using the scripts that have the space issue fixed up so BR can relay [GENERAL] and [BEACON] logs

Subject: Re: TT w/ BRenBot bug
Posted by [Ethenal](#) on Wed, 04 Jul 2012 19:55:03 GMT
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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."

Subject: Re: TT w/ BRenBot bug
Posted by [Xpert](#) on Thu, 05 Jul 2012 00:00:18 GMT
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I already mentioned it here.

http://www.renegadeforums.com/index.php?t=msg&goto=469094&rid=20487&srch=detonated#msg_469094
