Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5! Posted by Ethenal on Tue, 12 Jun 2012 22:48:25 GMT

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```
Quote: Tue 17:33:59
                         join: Null (Null@ren-A73B9CB3.dhcp.leds.al.charter.com)
clones (0) has joined #Null
Tue 17:33:59
                   (Null) BRenBot 1.53 reporting for duty! Type !help for a list of
commands.
Tue 17:33:59
                   mode: (ChanServ) sets mode: +o Null
Tue 17:34:16
                   (@Null) Host: BRenBot 1.53 starting up. Type !help for a list of
commands
Tue 17:34:20
                   (@Null) Host: [BR] Settings for C&C Field.mix: Time Limit: 30,
Mine Limit: 35, Vehicle Limit: 8.Donations are allowed after 10 minutes.
Tue 17:34:54
                   (@Null) Player Ethenal joined the game
Tue 17:34:59
                   (@Null) Host: [BR] Ethenal does not have any recommendations.
Tue 17:35:18
                   (@Null) [BEACON] Ethenal deployed a Ion Cannon Beacon
                   (@Null) Host: [BR] This server is running BRenBot 1.53
Tue 17:35:26
Tue 17:36:06
                   (@Null) [BEACON] Ion Cannon Beacon has detonated
Tue 17:36:06
                   (@Null) Ethenal killed theirself.
void SSGMGameLog::Log Message(const char *message,const char *category)
if (init)
 char time[256];
 memset(time,0,sizeof(time));
 time[0] = 0x3F;
 GetTimeFormat(LOCALE SYSTEM DEFAULT,TIME FORCE24HOURFORMAT,0,"'['HH':'mm':'
ss'] '",time,0xFF);
 StringClass str = "000";
 str += time:
 str += category;
 str += " ";
 str += message;
 Send(str.Peek_Buffer());
}
}
```

All I changed was the "str += "" to "str += ' " (added a space). scripts.dll attached.

EDIT: I confirmed that this space also affects \_C4 messages, so those should work too if BR actually supports them (it didn't do anything on mine, but they're definitely there).

## File Attachments

1) scripts.zip, downloaded 257 times