

Subject: BRenBot GSA broadcasting issue  
Posted by [iRANian](#) on Fri, 06 Jul 2012 18:55:24 GMT  
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BRenBot adds a few erroneous backslashes to the data it sends to GSA, this doesn't matter except that it breaks the passworded option for GSA clients so players can't join a passworded server via GSA if the server is broadcast via the BRenBot module.

## File Attachments

1) [brenbot\\_gsa\\_issue.png](#), downloaded 683 times

F	IP:Port	Game name	Map	Players	P...	Ping
*	174.36.116.30:8113	Jelly-Server.com [Marathon]	C&C_Complex	44/50		145
	149.3.132.90:1337	MP-Gaming.com Gamma Stats	RA_GuardDuty	15/34		54
	64.85.165.123:4852	! Exodus Co-op	M11	4/24		129
	188.138.84.233:7800	TiberiumCrystalWar.com	TCW_Walls	2/50		62
	188.138.84.134:6666	~~The Matrix Sniper No ReLoaD~~	C&C_Complex	2/40		134
	69.64.32.58:5004	RenCorner.NET - Marathon	C&C_Mesa	2/40		123
	188.138.84.233:7000	www.UltraAOW.com NewMaps 4.0	C&C_Mediterranean	1/52		39
	64.85.165.123:8787	Turbo-Technologies.us DM	M00_Tutorial	1/50		118
	174.36.116.30:6800	Jelly MiniMara [4.0]	C&C_Volcano	1/32		137
	69.64.43.141:4848	Wittebolx Gaming Mode	C&C_Mesa	1/32		141
	69.64.43.172:4863	! [DWC] Original BuildServer !	m03	1/18		162
	95.211.124.215:4880	TT Test server (TT/4.0)	C&C_Complex	0/126		14
	95.211.124.215:9001	TT APB Test Server	RA_Volcano	0/126		29

  

Option	Data	Player	Side	Score	Kills	D...	Ping	Time
ded	1	AngryCanadian	NOD	0			199	
dg\	password							
o	TC\							
ff\	SC\							

Connect Refresh

GSA: Total servers: 38 - Available: 30