

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 508 times

