
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

Tue 17:35:26 (@Null) Host: [BR] This server is running BRenBot 1.53

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 291 times
