
Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [mac](#) on Wed, 27 Jul 2005 18:14:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

renVis's datasource are saved gamelog files. gamelog is something I added to SSAOW more than a year ago to provide kill information and other gameplay information to brenbot. but gamelog contains much more information than that, it contains every single movement and character purchase made in a game. renVis uses this info to graphically represent the game.

now you know why those files were so big
there will be a browser-php script which reads all your archived gamelog files and displays some brief details about it (ie map, players, total gametime) and gives you the option to replay this round.

live play works similiar, but it accesses the gamelog.txt file directly which SSAOW writes. nothing more is needed.
