
Subject: Re: FDS/SSAOW potpourri...

Posted by =HT=T-Bird on Fri, 30 Dec 2005 22:07:54 GMT

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trooprm02 wrote on Fri, 30 December 2005 11:12=[HT=T-Bird](#) wrote on Mon, 26 December 2005 15:451) How do you get player scores out of the FDS without using the player_info console command?

2) Is there a reasonably easy way to set an event or call a callback when one of the FDS logs is changed? (mainly Gamelog)

3) How in the world do you know when the Renlog/SSAOWLog is archived?

(I'm writing a bot that will use the Gamelog)

1.Renstats, but if you mean current, as the game as the game is being played current, then irc I think has that command

ty for the infinite recursion! O.o

2.I forgot but there is a command for that, but I have never tried/used it.

ReadDirectoryChangesW? (it's NT-only though)

3.Its archievd when either you first startup the FDS, or when someone joins the server.
