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Subject: Re: read gamelog from scripts.dll  
Posted by [theplague](#) on Wed, 28 Jun 2006 23:54:04 GMT  
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well, heres a clue, you gotta do it line, by line. As in, everytime you read it, you gotta load the whole file, then set the position you wanna read from.

```
long last_line = 0;
ifstream gamelog("example_gamelog_name.txt"); // gamelog names do change, your gonna have
to generate the correct names
if (gamelog.is_open()) {
    std::string line;
    gamelog.seekg (last_line, ios::beg); // puts it back to the last read position
    while (!gamelog.eof()) { // reads until the end of file is reached
        getline(gamelog,line); // saves a line into a string 'line' to do with as you wish
    }
    gamelog.seekg(0, ios::end); // sets the pointer to the last point in the file
    last_line = gamelog.tellg(); // saves the last point into the variable 'last_line'
} else {
    printf("Error ocured, gamelog unreadable.\n");
}
```

and all this could be within a function and called every X time period, or whenever checking of new lines is needed.

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