
Subject: Re: read gamelog from scripts.dll
Posted by [sycar](#) on Thu, 29 Jun 2006 22:09:35 GMT
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sorry my mistake when i said gamelog, i actually meant renlog so i can view chat etc. and create a on command system for example custom kill commands etc. so i can go about getting it to view the renlog and if a certain command is there it will perform what i want it to.

But how within scripts.dll can i get it to run that function every 10 seconds or something. I mean im familiar with loops etc. im just unsure how to get it to run a function within a .dll every x amount of secs.

Thanks buffymaniack
