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Subject: Re: gamelog

Posted by [Whitedragon](#) on Mon, 25 Sep 2006 23:07:53 GMT

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```
"DAMAGED;SOLDIER;%d;%s;%d;%d;%d;%d;%d;%s;%d;%d;%d;%d;%f;%d;%d;%d",
Commands->Get_ID(obj), Translate_Preset(obj).c_str(), int(victimpos.Y),
int(victimpos.X), int(victimpos.Z), int(Commands->Get_Facing(obj)),
Commands->Get_ID(damager), Translate_Preset(damager).c_str(),
int(damagerpos.Y), int(damagerpos.X), int(damagerpos.Z),
int(Commands->Get_Facing(damager)), damage, int(Commands->Get_Health(obj)),
int(Commands->Get_Shield_Strength(obj)), int(Commands->Get_Points(damager))
```

Look in gamelog.cpp in SSAOW for the rest of them.

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