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Subject: Re: SEye

Posted by [danpaul88](#) on Fri, 13 Apr 2007 21:19:59 GMT

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gamemodding wrote on Fri, 13 April 2007 16:23I'm currently gettting it to read gamelog. but i think this is not going to be possible / very hard.

so, i am going to make the server produce a log. that the SEye can read. I am also going to make the client make a log too, so you can watch it again.

Err, sorry to ask, but what's wrong with reading the gamelog? As long as SSAOW / SSGM is setup to archive each maps logfile to a separate file (the option was originally intended for renhawk) I don't see what the problem is...

It seems pointless creating yet more logs...

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