Subject: Re: SEye
Posted by danpaul88 on Wed, 18 Apr 2007 08:22:00 GMT

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gamemodding wrote on Sat, 14 April 2007 14:15things like player ids, player health percentage (this can be worked out from the info, i know). translated preset names, game name, map name. some others...

Coming back to this point a minute, the option to archive logfiles saves them in a file beginning with the name of the map. EG: Gamelog_C&C_Canyon_<Date>.txt or something like that. Just FYI.