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Subject: Re: G15

Posted by [Xylaquin](#) on Sun, 30 Nov 2008 17:47:47 GMT

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is it possible to set the renegade client to generate a log of what happens in game? That way the G15 applet would read from it as the user plays, then display said info on the keyboard.

The log would contain something like

- Player\_X killed Player\_Y with Weapon
- Player\_Y spawned as GDI\_Eng
- Player\_X attacked GDI\_AGT [-4%]

The source engine creates a client-side log when launched with a shortcut parameter, and thus a Team Fortress 2 applet has been made. All it requires is the user to enter their username so it knows what kills and deaths to track in the log.

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