
Subject: Re: [Server] SSGM 2.0.3

Posted by [Gen_Blacky](#) on Wed, 03 Nov 2010 05:35:24 GMT

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danpaul88 wrote on Tue, 02 November 2010 11:43I used to run 3.4.4 SSGM 2.0.2 on my test server ages ago, as others have said it's not exactly hard to merge the SSGM stuff into the 3.4.4 solution, fairly trivial. Doubt I still have the code anymore since it was part of a larger experiment into TCP logging that I never got around to finishing and has since been superseded by scripts.dll 4.0 SSGM.

will ssgm 4.0 not have the same gamelog messages as ssgm 2.0.2 + the extra tcp logging info.
