Subject: Re: Messages missing since 4.0
Posted by Xpert on Mon, 12 Mar 2012 23:17:48 GMT
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You do realize all the stuff you're reporting is a problem on the bot's end? Those gamelog messages exist.

Example from my bot:

<CloudyServ2> Current game on map C&C_Islands.mix has ended. Game was won by Nod by High score when time limit expired.

[19:13:30] <CloudyServ> [Enter] Sketchz entered a Nod Mobile Artillery (Technician).
[19:13:30] <CloudyServ> [GDI] WNxAtomic has purchased a Character - Hotwire.
[19:13:31] <CloudyServ> [GDI] WNxAtomic has purchased a Character - Hotwire.
[19:13:31] <CloudyServ> [Kill] Schossi killed BuddeApun (Hotwire/Automatic Pistol VS. Shotgun Trooper/Shotgun).
[19:13:31] <CloudyServ> [Exit] Sketchz exited a Nod Mobile Artillery (Technician).
[19:13:32] <CloudyServ> [Building] cadete44 destroyed the Hand of Nod (Engineer/Remote C4).
[19:13:32] <CloudyServ> Host: [CS] cadete44 has received a recommendation medal for destroying the Hand of Nod.
[19:13:32] <CloudyServ> [Enter] Sketchz entered a Nod Mobile Artillery (Technician).
[19:13:34] <CloudyServ> [Exit] Sketchz exited a Nod Mobile Artillery (Technician).
[19:13:35] <CloudyServ> [GDI] WNxAtomic has purchased a Vehicle - GDI Medium Tank.