Subject: Re: Messages missing since 4.0
Posted by Gen_Blacky on Wed, 28 Mar 2012 15:51:54 GMT
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br used ssgm logs for beacons not gamelog.

ssgm 4.0

```
void SSGM_Log_Beacon::Created(GameObject *obj)
{
 SSGMGameLog::Log_Gamelog("CREATED;OBJECT;%d;%s;%d;%d;%d;%d;%d;%d;%d;%d",
Commands->Get_ID(obj), Commands->Get_Preset_Name(obj),
int(pos.Y),int(pos.X),int(pos.Z), int(Commands->Get_Facing(obj)), int(Commands->Get_Max_Hea
lth(obj)),int(Commands->Get_Max_Shield_Strength(obj)), Commands->Get_Player_Type(obj),Co
mmands->Get_ID(Get_Beacon_Planter(obj)));
}

void SSGM_Log_Beacon::Destroyed(GameObject *obj)
{
 SSGMGameLog::Log_Gamelog("DESTROYED;OBJECT;%d;%s;%d;%d;%d",
Commands->Get_ID(obj),Commands->Get_Preset_Name(obj), int(pos.Y), int(pos.X), int(pos.Z));
}
```

ssgm 2.0.2

```
FDSMessage(StrFormat("%ls disarmed a
%s",Get_Wide_Player_Name(shooter),Translate_Preset(obj).c_str()),"_BEACON");
```

br

```
# Parse a line of input from the SSGMLog
sub parse_line
{
 my $input = shift;

 # _Vehicle is no longer used, but we will keep it for backwards
 # compatibility with ssaow 1.5 and lower
 if ( $input =~ /^\[\d\d:\d\d:\d\d\]\s_VEHICLE\s(.+)$/ )
 {
  vehicle($1);
 }
 elsif ( $input =~ /^\[\d\d:\d\d:\d\d\]\s_ALERT\s(.+)$/ )
 {
  alert($1);
 }
 elsif ( $input =~ /^\[\d\d:\d\d:\d\d\]\s_BEACON\s(.+)$/ )
 {
```

```perl
 beacon($1);
}
elsif ( $input =~ /^\[\d\d:\d\d:\d\d\]\s_GENERAL\s(.+)$/ )
{
 general($1);
}
elsif ( $input =~ /^\[\d\d:\d\d:\d\d\]\s_OREDUMP\s(.+)$/ )
{
 ssapb_oredump($1);
}
elsif ( $input =~ /^\[\d\d:\d\d:\d\d\]\s_BUILDING_PURCHASE\s(.+)$/ )  # MP Script for Spacer
{
 buildingPurchase($1);
}
elsif ( $brconfig::gamelog_in_ssgm == 1
 && $input =~ /^\[\d\d:\d\d:\d\d\]\s_GAMELOG\s(.+)$/
 && modules::get_module ( "gamelog" ) )
{
 $input =~ s/_GAMELOG\s//gi;   # Trim _Gamelog and one space
 gamelog::parse_line( $input );  # Send it to the gamelog for processing
}

 undef $input;
}
```

gamelogs logs could be part of ssgm log.
either danpual needs to add beacon msgs to gamelog or add the old ssgm beacon logs in ssgm log.