## Subject: Re: Certain gamelogs
Posted by danpaul88 on Tue, 01 Oct 2013 08:25:16 GMT

Disable them where? In SSGM itself? Or in BRenBot?

If it's in SSGM itself... just get whatever code you have parsing the TCP output to ignore those messages, it won't net you any performance gains worth the effort to actually remove them from the SSGM codebase.