
Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin]
PrivateChatHookPlugin

Posted by [Neijwiert](#) on Sat, 28 Oct 2017 11:21:29 GMT

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[quote title=Gen_Blacky wrote on Sat, 28

@Neijwiert

It would be better if you sent the player id instead of the object id in the CHAT gamelog. At least the way that brenbot 1.53 works, If the bot started while the server is running the bot will not know about an existing player object id until they die.

[/quote]

I cant edit/view the code right now but I believe I did that because SSGM logs chat that way too?
But I can change that if necessary.
