
Subject: CorePatch feature request
Posted by [Kanezor](#) on Fri, 25 Mar 2005 22:19:08 GMT
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Is it possible to add chat log support to Renegade clients? It would be quite nice to have chatlogs available instead of having to screenshot that damn chat screen while hoping that nothing happens to reset the position to the bottom.

Subject: CorePatch feature request
Posted by [cmatt42](#) on Sat, 26 Mar 2005 06:18:14 GMT
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I second that. But then again, could plain text be a reliable source for n00bstories? :rolleyes:

Subject: CorePatch feature request
Posted by [Kanezor](#) on Sat, 26 Mar 2005 07:27:29 GMT
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Either that or intrude upon privacy and have the server-side core patch log the private chats (along with team and public chat, since some people aren't cool enough to keep private chat private).

It's just, here I am in a full 24 player server with people killing each other every few seconds... I ask someone where to go to be tested for cheats, take a screenshot of my question, alt-tab out to save it, and alt-tab back in just in time to see his reply go away... so I try nabbing a purchase terminal *hoping* server activity will die enough for me to scroll up and find his reply and take a screenshot. All of this time, he's waiting for more instructions...

And then if the game ends during this, I'm screwed anyways.

Subject: CorePatch feature request
Posted by [IRON FART](#) on Tue, 29 Mar 2005 01:08:15 GMT
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What if there was a way to stop the message box from scrolling down as soon as there is a new message?

Subject: CorePatch feature request
Posted by [Kanezor](#) on Wed, 30 Mar 2005 09:23:59 GMT
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That wouldn't solve the problem of the chat being deleted if the game ends, would it?

Subject: CorePatch feature request
Posted by [IRON FART](#) on Thu, 31 Mar 2005 04:15:33 GMT
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No, but you could easily take a screenshot in time.

Subject: CorePatch feature request
Posted by [dead6re](#) on Fri, 01 Apr 2005 08:51:51 GMT
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It would be easy to store the chat in logs. If you could get the bhs.dll or something to find out what is said into chat. Theres also another way but harder.

Subject: CorePatch feature request
Posted by [Cat998](#) on Fri, 01 Apr 2005 16:58:27 GMT
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bhs.txt :

And it contains a new logfile which has the same name as the regular renlog file but with bhs_ at the front.
This file will contain all f2/f3 console messages and also all "xxx changed teams" messages. (this fixes the LFDS bugs where those messages may not be logged properly).

Subject: CorePatch feature request
Posted by [jonwil](#) on Fri, 01 Apr 2005 23:09:12 GMT
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I have added something to bhs.dll that logs all f2/f3 communications that come to the client machine. And all uses of MESSAGE, PPAGE and TPAGE.

Subject: CorePatch feature request
Posted by [Jzinsky](#) on Sun, 03 Apr 2005 14:40:07 GMT
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Would it be as well to make sure that the chat stays for say 10 seconds, no matter what. Then if there's too much chat going on insteadof filling the scree in could be queued?
