
Subject: gamelog
Posted by [jnz](#) on Mon, 25 Sep 2006 22:45:31 GMT
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does anybody know the syntax of gamelog? i have a project to stop repair hacks

Subject: Re: gamelog
Posted by [Whitedragon](#) on Mon, 25 Sep 2006 23:07:53 GMT
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```
"DAMAGED;SOLDIER;%d;%s;%d;%d;%d;%d;%d;%s;%d;%d;%d;%d;%f;%d;%d;%d",  
Commands->Get_ID(obj), Translate_Preset(obj).c_str(), int(victimpos.Y),  
int(victimpos.X), int(victimpos.Z), int(Commands->Get_Facing(obj)),  
Commands->Get_ID(damager), Translate_Preset(damager).c_str(),  
int(damagerpos.Y), int(damagerpos.X), int(damagerpos.Z),  
int(Commands->Get_Facing(damager)), damage, int(Commands->Get_Health(obj)),  
int(Commands->Get_Shield_Strength(obj)), int(Commands->Get_Points(damager))
```

Look in gamelog.cpp in SSAOW for the rest of them.

Subject: Re: gamelog
Posted by [jnz](#) on Mon, 25 Sep 2006 23:45:06 GMT
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thanks for the quick reply, what is:
Commands->Get_Facing?

Subject: Re: gamelog
Posted by [Whitedragon](#) on Tue, 26 Sep 2006 00:32:49 GMT
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The direction the object is facing.

Subject: Re: gamelog
Posted by [jnz](#) on Tue, 26 Sep 2006 07:14:04 GMT
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thanks
