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Subject: renlog file dates

Posted by [a000clown](#) on Wed, 22 Apr 2009 13:49:54 GMT

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Can you please reverse the renlog file dates to be in the YYYY-MM-DD format? It makes more sense and is easier to find things when sorting by name.

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Subject: Re: renlog file dates

Posted by [Scrin](#) on Wed, 22 Apr 2009 13:52:21 GMT

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a000clown wrote on Wed, 22 April 2009 08:49: Can you please reverse the renlog file dates to be in the YYYY-MM-DD format? It makes more sense and is easier to find things when sorting by name.

its nice idea!! (about all ingame chats)

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Subject: Re: renlog file dates

Posted by [mac](#) on Wed, 22 Apr 2009 13:54:20 GMT

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That would break compatibility with all kind of server regulators...

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Subject: Re: renlog file dates

Posted by [a000clown](#) on Wed, 22 Apr 2009 13:59:12 GMT

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If everyone is going to be expected to update when the patch is released I don't see why regulator authors can't be bothered to update a simple line about the file name, but I guess the cons outweigh the pros.

Niko "The Lay" wrote on Wed, 22 April 2009 09:52: (about all ingame chats)

The format I typed is year-month-day

Chat logs already display hour:minute:second and should remain that way

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Subject: Re: renlog file dates

Posted by [Scrin](#) on Wed, 22 Apr 2009 14:32:47 GMT

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a000clown wrote on Wed, 22 April 2009 08:59: If everyone is going to be expected to update when the patch is released I don't see why regulator authors can't be bothered to update a simple line about the file name, but I guess the cons outweigh the pros.

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Niko "The Lay" wrote on Wed, 22 April 2009 09:52(about all ingame chats)  
The format I typed is year-month-day  
Chat logs already display hour:minute:second and should remain that way  
true, but you have log file only if you are owner/creator of the game or server (renguard got it also)

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Subject: Re: renlog file dates  
Posted by [EvilWhiteDragon](#) on Wed, 22 Apr 2009 17:22:08 GMT  
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Niko "The Lay" wrote on Wed, 22 April 2009 16:32a000clown wrote on Wed, 22 April 2009 08:59If everyone is going to be expected to update when the patch is released I don't see why regulator authors can't be bothered to update a simple line about the file name, but I guess the cons outweigh the pros.

Niko "The Lay" wrote on Wed, 22 April 2009 09:52(about all ingame chats)  
The format I typed is year-month-day  
Chat logs already display hour:minute:second and should remain that way  
true, but you have log file only if you are owner/creator of the game or server (renguard got it also)

Renguard doesn't have any log about ingame stuff, only when someone tries to enter the game with "illegal" (unknown) files.

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