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Subject: RC3 Gamelog

Posted by [mac](#) on Sun, 28 Nov 2004 22:36:41 GMT

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brenbot is only displaying a fraction of what is available. there is !vehicles and !bl für buildings..

everything except beacon info is available - take a look at the saved gamelog.txt files, they contain basically everything that has happened in a round, including movements.. someone could write a nifty playback program there

Vehicle tracking/displaying in kill messages only works if you got the SSAOW mod installed correctly (esp. objects.ddb renaming correctly etc). The replacement dlls from brenbot need to be applied to an EXISTING SSAOW installation.

Building Destruction messages are being displayed in IRC too.

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