Subject: Is a more detailed client chat log file possible for players to have?
Posted by Starbuzzz on Fri, 26 Nov 2010 02:18:22 GMT
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I always wondered if more information could be added to the "Client Chat Log" that is available for the player thru the latest scripts.

Is it at all possible that it could pull more useful info from the server as the player is playing?

Currently, it does not record kill messages such as "Player X killed Player Y" or "Player x was killed" and so on.

It is possible that it could be made to pull those info and add to the log as well? It would be nice to have extra server info that a player receives. For example, on some servers (like Jelly) when you kill a vehicle or get killed by someone in a vehicle, you get a series of PM's saying something like "Your med tank was killed by Player X Artilley" and so on.

But the log file doesn't record that sort of blue text PM's. Yet, on some servers when you do kill a building, there is a All Chat message saying "Player X killed the GDI Weapons Factory!" and I have noticed it sometimes gets recorded on the log file.

It will be extremely useful if such extra messages show up on the log file consistently. Of course, this would add more to it but it allows a player to keep good record of things to use in case of disputes along with having a local copy of server events.

When a player has a complete log file of ALL the text he had been subjected to in the game (this DOES NOT include enemy team text of course), it becomes a better record. The Renegade server community is run by those who are very proficient and also those who are plain incompetent. For example, ANY player can go to the Jelly or n00bstories forums and make a post asking for more information regarding a kill they made or any event that happened in-game and usually are promptly responded to with the info they seek. This allows any clarifications to be made since the staff is quiet competent. But this is not the case with other lousy server communities run by careless folks that really don't care about such things.

I do not know how the whole thing works but from my guess, the server should have a master log file that has all the events that happened in every game recorded, no? So is it possible that a condensed version of such a file that relates to each individual player be possible to be done thru the Client Chat Log file?

Is this an easy task or hard one? Again, I do not understand how it works but I would guess a minor modification of a code would make it possible for the Chat Log to record the additional info.

Thanks for reading...