Subject: Re: Writing the whole gamelog in channel
Posted by EA-DamageEverything on Sun, 09 Jul 2006 17:30:53 GMT
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You don't need gamelog. Simply use the Nightregulator which uses renlog2.

If it's configured correctly, you will see all events that are logged on iRC then including Crates and Beacons (depending on which ssaow your FDS uses).