
Subject: Re: Detecting when gameplay stops pending

Posted by [zunnie](#) on Sat, 27 Jan 2007 23:51:33 GMT

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If ssaow server:

```
if (Is_Gameplay_Permitted())
{
    std::string gameplay;
    StrFormat2(gameplay,"Gameplay is permitted");
    FDSMessage(gameplay,"_GENERAL");
}
```

that would work i think and also log it in ssaowlog.
