Subject: Re: Introduction to the SSGM 4.0 TCP Logging System
Posted by reborn on Fri, 13 Aug 2010 14:35:00 GMT
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It's great that disk based logging is being dropped.
It's cool that you decided to use TCP so people can host their bots on a different server if need be.
I tend to think that won't be used, and you might of saved yourself some time using named pipes,
maybe? Ofcourse, it's nice to have the option to ship the data offsite though.

Does it send the data in raw format or does it use bit packing or something?