Subject: Re: Introduction to the SSGM 4.0 TCP Logging System
Posted by Ethenal on Wed, 18 Aug 2010 00:20:50 GMT
View Forum Message <> Reply to Message

So if I'm reading correctly, some logs will still be written to disk (renlog), but now the SSGM and gamelogs? If so, I understand why, but that'll break all the older bots and I don't foresee any up-to-date replacements appearing. However, I imagine it wouldn't take too long to add the code for logging it to disk again so I suppose that doesn't really matter.

Either way, great job! Some places have used a system like this before and it has actually made a significant difference. So hopefully we'll see some improvements in lag.

P.S. Is it just me who cringes at halo's posts?