
Subject: Re: Messages missing since 4.0
Posted by [TORN](#) on Tue, 17 Apr 2012 19:07:31 GMT
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Yes the script is custom, still doesn't change the fact that it's missing from the logs. [Kill] still works, [Building] still works [Purchase] still works. no more [Beacon] or [Vehkill] or [General]or [C4]

Understand? If the log existed it would out put like the rest.
I compared my logs to jelly, and that's what I found missing. Forget the irc or scripts output. It's not there in the log itself

From jelly renlogs

```
[00:06:39] _VEHKILL dread0000 (Timed C4) destroyed a Medium Tank (Driver: MumOsborn -
Owner: MumOsborn - Last Damage: 214.76)
[00:06:39] _GAMELOG
CREATED;VEHICLE;1500074000;GDI_Medium_Tank_Destroyed;111;32;-2;0;400;400;1
[00:06:39] _GAMELOG
KILLED;VEHICLE;1500062043;CnC_GDI_Medium_Tank;111;32;-2;-63;1500045945;CnC_Nod_T
echnician_0;98;20;-3;125;CnC_Weapon_RepairGun_Player_Special;Medium
Tank;Technician/Repair Gun(Strong)
[00:06:39] _GAMELOG
DAMAGED;VEHICLE;1500074000;GDI_Medium_Tank_Destroyed;111;32;-2;-63;1500045945;Cn
C_Nod_Technician_0;98;20;-3;125;10.000000;90;0;626
[00:06:39] _GAMELOG DESTROYED;VEHICLE;1500062043;CnC_GDI_Medium_Tank;111;32;-2
[00:06:39] _C4 Nod Timed C4 has detonated (Owner: dread0000 - Attached to: Nod Power Plant)
[00:06:39] _GAMELOG DETONATED;OBJECT;1500071260;Tossed C4;110;27;-3
[00:06:39] _GAMELOG DESTROYED;OBJECT;1500071260;Tossed C4;110;27;-3
```