Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 5!
Posted by Ethenal on Tue, 12 Jun 2012 22:48:25 GMT
View Forum Message <> Reply to Message

Quote: Tue   17:33:59   join: Null (Null@ren-A73B9CB3.dhcp.leds.al.charter.com)
clones (0) has joined #Null
 Tue   17:33:59   (Null) BRenBot 1.53 reporting for duty! Type !help for a list of
commands.
 Tue   17:33:59   mode: (ChanServ) sets mode: +o Null
 Tue   17:34:16   (@Null) Host: BRenBot 1.53 starting up. Type !help for a list of
commands
 Tue   17:34:20   (@Null) Host: [BR] Settings for C&C_Field.mix: Time Limit: 30,
Mine Limit: 35, Vehicle Limit: 8.Donations are allowed after 10 minutes.
 Tue   17:34:54   (@Null) Player Ethenal joined the game
 Tue   17:34:59   (@Null) Host: [BR] Ethenal does not have any recommendations.
 Tue   17:35:18   (@Null) [BEACON] Ethenal deployed a Ion Cannon Beacon
 Tue   17:35:26   (@Null) Host: [BR] This server is running BRenBot 1.53
 Tue   17:36:06   (@Null) [BEACON] Ion Cannon Beacon has detonated
 Tue   17:36:06   (@Null) Ethenal killed theirself.

```
void SSGMGameLog::Log_Message(const char *message,const char *category)
{
 if (init)
 {
  char time[256];
  memset(time,0,sizeof(time));
  time[0] = 0x3F;
  GetTimeFormat(LOCALE_SYSTEM_DEFAULT,TIME_FORCE24HOURFORMAT,0,"'['HH':'mm':'
ss'] '",time,0xFF);
  StringClass str = "000";
  str += time;
  str += category;
  str += " ";
  str += message;
  Send(str.Peek_Buffer());
 }
}
```

All I changed was the "str += ''" to "str += ' '" (added a space). scripts.dll attached.

EDIT: I confirmed that this space also affects _C4 messages, so those should work too if BR
actually supports them (it didn't do anything on mine, but they're definitely there).

File Attachments
1) scripts.zip, downloaded 283 times