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Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release

Posted by [Xpert](#) on Wed, 27 Nov 2013 14:15:20 GMT

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It's not just changing the file paths to make it work. You also have to convert the SSGM log readers to make it read through the TCP socket otherwise you won't log anything other than what the FDS outputs.

The problem is, IRC can't handle the massive flow of data coming from the socket which causes the bot to skip some lines. SSGM has to be edited to where gamelogs don't output and only the ssgm gamelog headers do like `_BUILDING` and `_ALERT`.

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