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

Posted by [Gen_Blacky](#) on Wed, 27 Nov 2013 16:34:54 GMT

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Xpert wrote on Wed, 27 November 2013 07:15

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`.

well that shouldn't be happening.
