Subject: Re: BRenBot 1.54.1
Posted by Jerad2142 on Tue, 20 May 2014 15:46:26 GMT
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I think a cool feature would be a option that logs player chat to a new file. This would be nice because now the renlog files are flooded with:
Players in-game
Westwood online mode active since *day* - *time*
Gameplay in progress
   Map : *map name*
  Time : *time*
  Fps : *fps*
  GDI : #/# players   # points
  NOD : #/# players   # points

which makes it hard to read through the chat logs or find chat, or just to see if any players joined while the server owner isn't around.