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Subject: FDS/SSAOW potpourri...

Posted by [=HT=T-Bird](#) on Mon, 26 Dec 2005 21:45:25 GMT

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- 1) How do you get player scores out of the FDS without using the player\_info console command?
- 2) Is there a reasonably easy way to set an event or call a callback when one of the FDS logs is changed? (mainly Gamelog)
- 3) How in the world do you know when the Renlog/SSAOWLog is archived?

(I'm writing a bot that will use the Gamelog)

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Subject: Re: FDS/SSAOW potpourri...

Posted by [trooprm02](#) on Fri, 30 Dec 2005 17:12:06 GMT

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=HT=T-Bird wrote on Mon, 26 December 2005 15:45:1) How do you get player scores out of the FDS without using the player\_info console command?

- 2) Is there a reasonably easy way to set an event or call a callback when one of the FDS logs is changed? (mainly Gamelog)
- 3) How in the world do you know when the Renlog/SSAOWLog is archived?

(I'm writing a bot that will use the Gamelog)

1. Renstats, but if you mean current, as the game as the game is being played current, then irc I think has that command
  2. I forgot but there is a command for that, but I have never tried/used it.
  3. Its archived when either you first startup the FDS, or when someone joins the server.
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Subject: Re: FDS/SSAOW potpourri...

Posted by [=HT=T-Bird](#) on Fri, 30 Dec 2005 22:07:54 GMT

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trooprm02 wrote on Fri, 30 December 2005 11:12=HT=T-Bird wrote on Mon, 26 December 2005 15:45:1) How do you get player scores out of the FDS without using the player\_info console command?

- 2) Is there a reasonably easy way to set an event or call a callback when one of the FDS logs is changed? (mainly Gamelog)
- 3) How in the world do you know when the Renlog/SSAOWLog is archived?

(I'm writing a bot that will use the Gamelog)

1. Renstats, but if you mean current, as the game as the game is being played current, then irc I think has that command  
ty for the infinite recursion! O.o

2.I forgot but there is a command for that, but I have never tryed/used it.  
ReadDirectoryChangesW? (it's NT-only though)  
3.Its archievd when either you first startup the FDS, or when someone joins the server.

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Subject: Re: FDS/SSAOW potpourri...  
Posted by [Cat998](#) on Sat, 31 Dec 2005 00:45:18 GMT  
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trooprm02 wrote on Fri, 30 December 2005 18:121.Renstats, but if you mean current, as the game as the game is being played current, then irc I think has that command  
2.I forgot but there is a command for that, but I have never tryed/used it.  
3.Its archievd when either you first startup the FDS, or when someone joins the server.

omg you're talking shit lol

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Subject: Re: FDS/SSAOW potpourri...  
Posted by [TD](#) on Sat, 31 Dec 2005 10:27:28 GMT  
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Cat998 wrote on Sat, 31 December 2005 01:45omg you're talking shit lol  
I agree.

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