
Subject: How to interpret a SSAOW log

Posted by [Creed3020](#) on Mon, 26 Feb 2007 13:32:37 GMT

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I was wondering if someone could tell me how to interpret a SSAOW log.

Quote:[18:23:33] _GAMELOG

DAMAGED;SOLDIER;1500006224;CnC_Nod_Engineer_0;-16;13;-2;-83;1500007407;CnC_GDI_RocketSoldier_0;-18;11;-2;47;75.000000;100;25;36

[18:23:33] _GAMELOG

DAMAGED;SOLDIER;1500006224;CnC_Nod_Engineer_0;-16;13;-2;-83;1500007407;CnC_GDI_RocketSoldier_0;-18;11;-2;47;15.000000;100;10;36

[18:23:33] _GAMELOG

DAMAGED;SOLDIER;1500006224;CnC_Nod_Engineer_0;-16;13;-2;-83;1500007407;CnC_GDI_RocketSoldier_0;-18;11;-2;47;45.000000;65;0;36

[18:23:33] _GAMELOG

DAMAGED;SOLDIER;1500006224;CnC_Nod_Engineer_0;-16;13;-2;-83;1500007407;CnC_GDI_RocketSoldier_0;-18;11;-2;47;65.000000;0;0;38

[18:23:33] _PLAYERKILL Player1 was cut down by Player2 (GDI Shotgunner/Shotgun VS Nod Engineer/Pistol)

Which value is the actual damage? I am having trouble figuring that part out and it would be helpful to know. Thanks!

Subject: Re: How to interpret a SSAOW log

Posted by [danpaul88](#) on Mon, 26 Feb 2007 13:50:24 GMT

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The values are as follows;

type
object
preset
x
y
z
facing
shooter object
shooter preset
shooter x
shooter y
shooter z
shooter facing
damage
health
armor

Subject: Re: How to interpret a SSAOW log
Posted by [Creed3020](#) on Tue, 27 Feb 2007 01:27:20 GMT
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Thanks for that bit of help dp!
