
Subject: SSGM "FDSMessage" function
Posted by [Genesis2001](#) on Wed, 08 Apr 2009 03:11:10 GMT
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Anyone have any problems with this? I can't seem to get FDSMessage to output to the correct logfile <_<

It keeps wanting to output to "u_<date>.txt" even though Settings->FDSLogRoot is "SSGM" :/

Funny thing is that when I try to debug it with outputting the file that it's trying to write to is it crashes. ./

Oh, also, working on this on an x64 machine. >.<

Subject: Re: SSGM "FDSMessage" function
Posted by [Xpert](#) on Wed, 08 Apr 2009 05:12:29 GMT
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Works fine for me. Double check again what you have in your ssgm.ini

```
FDSMessage(StrFormat("%ls lost %d veteran  
point(s)",Get_Wide_Player_Name(shooter),GetPoints(Commands->Get_Preset_Name(obj))).c_str(), "_VETERAN");
```

Just my example ;o

Subject: Re: SSGM "FDSMessage" function
Posted by [Genesis2001](#) on Wed, 08 Apr 2009 18:22:34 GMT
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Maybe it's cos I'm using it in a console command body? =/

EDIT: Got a clue as to the actual format for wolbanlist.txt? Trying to make a "sban"(serial-ban) command at the moment. ./

Thanks!
