Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release
Posted by ExEric3 on Sat, 30 Nov 2013 12:08:04 GMT
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Xpert wrote on Thu, 28 November 2013 23:47Ya I thought I was doing something wrong but I've asked a few people who tried using IRC to handle the data and they get the same problem. It skips lines especially during the gamelog building damage events.

Can you try this mirc code which made WD if it works?

```
alias TCPLogConnect {
  sockopen TCPLog 127.0.0.1 8025
}

on *:sockread:TCPLog: {
  sockread -fn &TCPLogRead
  var %Offset = 0
  var %Len = $bvar(&TCPLogRead,0)
  if (%Len < 8) {
    return
  }
  if ($bvar(&TCPLogRead,1) == 0) {
    %Offset = 1
  }
  var %ID = $bvar(&TCPLogRead,$calc(%Offset + 1),3).text
  if (%ID == 000) {
    var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
    if (%Message) {
      Parse_Log %Message
    }
  }
  else if (%ID == 001) {
    var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
    if (%Message) {
      Parse_GameLog %Message
    }
  }
  else if (%ID == 002) {
    var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
    if (%Message) {
      Parse_RenLog %Message
    }
  }
  else if (%ID == 003) {
    var %Message = $bvar(&TCPLogRead,$calc(%Offset + 4),%Len).text
    if (%Message) {
      Parse_Console %Message
    }
```

```
  }
}
alias Parse_Log {
  echo -a Parse_Log - $1-
  .signal -n ssgm_log $1-
}

alias Parse_GameLog {
  tokenize 59 $1-
  echo -a Parse_GameLog - $1-
  .signal -n game_log $1-
}

alias Parse_RenLog {
  echo -a Parse_RenLog - $1-
  .signal -n ren_log $1-
}

alias Parse_Console {
  echo -a Parse_Console - $1-
  .signal -n console_log $1-
}
```

Will be nice have also CloudyServ which support TT. Newer BR doesnt support all plugins.