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Subject: Gamelog will not shut off, even !set gamelog off

Posted by [Alkaline](#) on Tue, 30 Nov 2004 21:08:44 GMT

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You can't turn this feature off in with the newest scripts.dll it still reports!

This feature eats up cpu... Is their going to be a version that dissables the logout put ? If not, what is the point of the !set gamelog off option in brenbot IRC?

Although this is a brenbot question, this particular scipts came with cp1 so I posted it here.

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Subject: Gamelog will not shut off, even !set gamelog off

Posted by [mac](#) on Wed, 01 Dec 2004 06:48:05 GMT

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brenbot controls the module automatically .. you cant set it on or off, it does it when it finds a gamelog.txt file

if you want to turn that logging off, you need to replace the dll.

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Subject: Gamelog will not shut off, even !set gamelog off

Posted by [Alkaline](#) on Wed, 01 Dec 2004 09:43:50 GMT

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can you release a version, ie. lite version that doesn't use gamelog? or dll that doesn't use output gamelog. I want to see how new maps run with this new dll.. It would really help because gamelog is decreaseing sfps on servers by up to 40% with gamelog.

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