Server Logging System

Step #1

Open up **config.cpp** then add the following snippet of code at the bottom of the file
(**config.cpp** is found inside of the server side).

```
Class ServerLogging {
     Tag = "ServerName";
     Class ServerLogging {
          File = "\life_server\functions\system";
          Class insertLog {};
     };
};
```

Step #2

Open up the core and find **CfgRemoteExec.hpp** and add the following snippet of code under
class functions.

```
F(ServerName_fnc_insertLog,SERVER)
```

Step #3

Open up the server side and put the **fn_insertlog.sqf** inside of
\life_server\functions\system.

Step #4

Open up your database and then execute this query inside of it

```
CREATE TABLE IF NOT EXISTS `Server_Logging` (
  `insert_time` timestamp NOT NULL DEFAULT current_timestamp(),
  `id` int(100) NOT NULL AUTO_INCREMENT,
  `message` text NOT NULL,
  PRIMARY KEY (`id`)
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;
```