

# TMG\_MOD STATS LOGGING

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This document describes the stats log used by TMG\_MOD for versions 0.2.38 and later.

The log is streamed into game\_dir/stats/stats.log by default.

For example, if you use +set game ctf in the command line at server start then this path will be ctf/stats/stats.log. The backup of the logs happens per the statsfile\_rename schedule and the files are backed up to ctf/logs/ with the current date and time of the file incorporated into the backup file name.

Cvars controlling stats log:

statslog 0 | 1 disables and enables logging all stats (change anytime)

statslog is 1 by default at startup if the setting doesn't exist in your config.

Set statslog 0 in your server configuration if you don't want stats logging.

statsfile is set to "stats.log" by default, set statsfile <filename> to change it.

Note: If statslog is changed in game the stats can be started and stopped while the action is going on. The file will be automatically closed and opened as needed but there will be discontinuity in the statistics.

statsfile\_rename 0 = never, 1 = daily, 2 = weekly, 3 = monthly

game\_dir is set to current game directory by InitGame and the "stats" and "logs" directories must exist prior to server startup.

The stats file is closed momentarily and renamed at local midnight on the schedule set by the value of statsfile\_rename. The file name is prepended with the current date and the newly named file is moved to game\_dir/logs/ and this folder must exist prior to server startup.

## Format of the stats output

Each line of stats is stamped with current date and time of the output something like this:

09/21/2017 10:48:49 : MODE: TMG\_MOD CTF 0.2.38

09/21/2017 10:48:49 : START: q2dm1\0.0

09/21/2017 10:49:03 : CONN: QwazyWabbit\13.8

09/21/2017 10:49:04 : SPEC: QwazyWabbit\15.2

Your stats parser can ignore or use the timestamp as you see fit. Stats begin with a four or five letter class name followed by a colon and space. All other data is backslash delimited. Events are logged as they occur and a summary event is posted at the end of the level listing all the players currently in the server. See STAT event.

**MODE:** "TMG\_MOD CTF" | "TMG\_MOD Deathmatch" depending on whether the game was started in CTF or DEATHMATCH. The current version of the mod code follows the mode string. This message is posted once at server startup.

**START:** mapname\level.time

This marks the start of a new level. Since it's the beginning of a new level, level.time is always zero.

**DOWN:** mapname\level.time

Server was shut down.

**CONN:** netname\level.time

This logs a player connection event to the server and the time in the current level.

**SPEC:** netname\level.time

This marks the player moving to spectator mode. You can use this along with SIDE and JOIN to calculate the time the player spent in spectator vs playing the game.

**SIDE:** netname\team\level.time

Player changed sides and moved from team 1 to 2 or 2 to 1.

Team 1 is RED, Team 2 is BLUE.

**JOIN:** netname\team\level.time

Player moved from spectator to team 1 or 2.

**OBIT:** Victim\_name\killer\_name\victim ping\killer ping\mod\location\level.time

TMG's built-in ZigBots always have zero ping. Location is always null in the current version. There can be some stats on headshot vs body vs legs but it's not implemented at this time.

*mod* = means of death, enumerated in g\_local.h. Refer to the source code for the latest list of these MOD. The mod value is always an integer.

// means of death

#define MOD_UNKNOWN	0
#define MOD_BLASTER	1
#define MOD_SHOTGUN	2
#define MOD_SSHOTGUN	3
#define MOD_MACHINEGUN	4
#define MOD_CHAINGUN	5
#define MOD_GRENADE	6
#define MOD_G_SPLASH	7
#define MOD_ROCKET	8
#define MOD_R_SPLASH	9
#define MOD_HYPERBLASTER	10
#define MOD_RAILGUN	11
#define MOD_BFG_LASER	12

#define MOD_BFG_BLAST	13
#define MOD_BFG_EFFECT	14
#define MOD_HANDGRENADE	15
#define MOD_HG_SPLASH	16
#define MOD_WATER	17
#define MOD_SLIME	18
#define MOD_LAVA	19
#define MOD_CRUSH	20
#define MOD_TELEFRAG	21
#define MOD_FALLING	22
#define MOD_SUICIDE	23
#define MOD_HELD_GRENADE	24
#define MOD_EXPLOSIVE	25
#define MOD_BARREL	26
#define MOD_BOMB	27
#define MOD_EXIT	28
#define MOD_SPLASH	29
#define MOD_TARGET_LASER	30
#define MOD_TRIGGER_HURT	31
#define MOD_HIT	32
#define MOD_TARGET_BLASTER	33
#define MOD_GRAPPLE	34
#define MOD_FRIENDLY_FIRE	0x8000000

**KILL:** netname\ping\mod\hitlocation\level.time

Player killed himself somehow.

*hitlocation* is always 0 in this version of TMG. Future expansion may account for players being hit in head, torso, legs.

**FLAG:** Can have several modes:

**FLAG:** attacker\victim\F def\award\level.time

Flag was defended. "F def" award = points awarded for frag in vicinity of flag.

**FLAG:** netname\F Pickup\award\level.time

Flag was picked up by netname "F Pickup".

*award* = points added for the pickup.

**FLAG:** attacker\victim\FC Frag\award\level.time

Attacker fragged the flag carrier. "FC Frag"

*award* = points added for fragging the carrier.

**FLAG:** netname\F Return\award\level.time

"F Return" is constant text.

Playername was awarded award points for returning the flag. You can use this event to tally the number of times the player returned the flag for his team per map or for grand total tallies in the player's history.

**CAPT:** netname\ctfteam\F Capture\award\held\level.time

Player *netname* captured the flag. "F Capture"

*ctfteam* = 1 or 2, the team he is on.

*award* = bonus points awarded

*held* = seconds he held the flag

*level.time* = time in level the flag was captured.

Use this event to compute averages of flag time held, total number of captures, how many bonus points he's accumulated, per map or overall history, etc.

**TEAM:** Playername\Team Score\award\level.time

Team bonus points added to player's score upon capture of flag.

"Team Score" is constant text.

*award* = number of points player received.

**TEAM:** Totals\RED\score\caps\players\BLUE\score\caps\players\mapname\level.time

Totals is constant text. RED and BLUE are constant text.

*score* is total points on team.

*caps* is total flag captures on team.

*players* is number of players on team.

This event is printed at end of the level.

**ASST:** netname\F Return Assist\award\level.time OR

**ASST:** netname\FC Frag Assist\award\level.time

Player received *award* points for flag return assist or for frag of flag carrier assist.

**HOOKS:** netname\hooks\_landed\_count\hooks\_deployed\_count\mapname\level.time

The number of hooks the player landed and deployed during the level.

This event is posted at the end of the level.

Note: *landed* will always equal *deployed* unless cvar hook\_sky is 0 and the player has attempted to hook the sky. It may also be possible to launch a hook but release the launch before the hook lands on solid, in which case this statistic will reflect that.

**STAT:** netname\score\eff\captures\deaths\fph\ctf\_team\mapname\level.time

Summary stats for each player (never the bots) who remain in game at the end of the level, whether by timelimit, fraglimit, capturelimit. If a player disconnects prior to this event being posted he is not reported in this event.

**BACK:** mapname\level.time

Stats log backup has occurred on the current map.

**CONT:** mapname\level.time

This marks the beginning of a new log file that has been continued from the backup of the previous log. It will be immediately followed by a MODE: line.