

# EZFlyers' Red Baron 3d server log distillation program.

## What it is, and what it does:

Designed with squadron war games in mind, EZFlyers' Red Baron 3d server log distillation program is designed to make reading Red Baron 3d server logs easier. It rearranges the info in the log files into what I think is an easier format to read. The server writes the log file in a sequential manner, as the triggering events happen during game play. My program reads the log files, and arranges the info by pilot name. Each unique pilot name in the log will have an entry with a listing of the events they generated, using the time stamps from the log file. (i.e. shooting someone down, getting shot down, entering the server, etc.) It also filters out "junk". (Do you really care when and how often was the "TitanAdvertiser sent message successfully"?) The example below gives you an idea. Note that the example below was taken from a RBWL server, and apparently the server was not set to record when pilots entered or exited the server, so naturally, that info is not displayed in the sample distillation.

Sample log file segment:	Sample log distillation:
<pre>* * Event log "rb2server0.log" opened for module "C:\normal mode Servers\RBWL Allied 1st\Rb2Serve.exe" * Module build time: Wed Sep 22 01:10:04 1999 * Local time is: 05/19/00-20:31:42 * UTC time is : 05/20/00-00:31:42 * 05/19/00-20:31:43 TitanAdvertiser sent message sucessfully. 05/19/00-20:56:43 TitanAdvertiser sent message sucessfully. 05/19/00-20:56:43 TitanAdvertiser sent message sucessfully. 05/19/00-20:56:44 TitanAdvertiser sent message sucessfully. 05/19/00-20:56:44 TitanAdvertiser sent message sucessfully. 05/19/00-21:16:06 Kill of JG5_Winks_CO (FOKKER_DVII) awarded to BA°WingNut CO (NIEUPOINT_17) 05/19/00-21:17:11 Kill of JG5_B (HALBERSTADT_DII) awarded to BA°P~Gamer FLC (NIEUPOINT_28) 05/19/00-21:19:26 Selected target destroyed and removed from available targets. 05/19/00-21:19:26 Target #226 destroyed by BA_Reaper_B. 05/19/00-21:19:26 60 German targets remain 05/19/00-21:19:51 Kill of JG5-BMB&lt;JvWinks (ALBATROS_DII) awarded to JG5- BMB&lt;JvWinks (ALBATROS_DII) 05/19/00-21:21:43 TitanAdvertiser sent message sucessfully.</pre>	<pre>Log file built :05/19/00-20:31:42 Actions performed by: BA_Reaper_B Time      Action 21:19:26  Destroyed target #226 21:24:28  Shot down by D10_Wrong Way 21:45:11  Shot down by JG5_Max_Jaeger 21:58:58  Shot down by D10_Wrong Way 22:15:58  Destroyed target #224 22:18:25  Destroyed target #267 22:18:49  Shot down D10_Wrong Way 22:21:31  Shot down by JG5_Gargoyle  Actions performed by: BA°BadApple WO Time      Action 21:28:34  Shot down by D10_Wrong Way 21:28:39  Shot down D10_Wrong Way 21:43:30  Crashed on their own. 21:43:31  Shot down JG5_B 22:00:25  Shot down by J37KardinalFang 22:14:52  Shot down by J37 Mortis BWS 22:32:24  Shot down by J37KardinalFang 22:53:01  Shot down JG5-BMB&lt;JvWinks 22:53:14  Shot down by J37 Mortis BWS 22:54:00  Shot down by J37KardinalFang 22:54:00  Shot down J37KardinalFang 22:54:45  Shot down JG5_Winks_CO 22:58:20  Shot down by D10_Wrong Way 23:00:11  Shot down D10_Wrong Way  Actions performed by: BA°Ghstrider1Lt Time      Action 22:52:24  Shot down by J37 Mortis BWS 22:53:28  Shot down by J37KardinalFang 22:56:09  Shot down J37 Mortis BWS</pre>

05/19/00-21:21:43 TitanAdvertiser sent message sucessfully.	22:59:12	Shot down by D10_Wrong Way
05/19/00-21:21:44 TitanAdvertiser sent message sucessfully.	Actions performed by: BA°Grendal FLC	
05/19/00-21:21:44 TitanAdvertiser sent message sucessfully.	Time	Action
05/19/00-21:22:52 Selected target destroyed and removed from available targets.	22:43:31	Shot down by D10_Wrong Way
05/19/00-21:22:52 Target #268 destroyed by BA°Hook1_1Lt.	22:43:34	Shot down D10_Wrong Way
05/19/00-21:22:52 59 German targets remain	22:43:36	Crashed on their own.
05/19/00-21:24:28 Kill of BA_Reaper_B (NIEUPORT_17) awarded to D10_Wrong Way (FOKKER_DRI)	Actions performed by: BA°Hook1_1Lt	
05/19/00-21:25:30 Kill of JG5_Winks_CO (FOKKER_DVII) awarded to BA°P~Gamer FLC (NIEUPORT_28)	Time	Action
05/19/00-21:26:31 Kill of BA°P~Gamer FLC (NIEUPORT_28) awarded to D10_Wrong Way (FOKKER_DRI)	21:22:52	Destroyed target #268
05/19/00-21:28:04 Kill of BA°Hook1_1Lt (NIEUPORT_17) awarded to JG5_Max_Jaeger (ALBATROS_DIII)	21:28:04	Shot down by JG5_Max_Jaeger
05/19/00-21:28:34 Kill of BA°BadApple WO (SPAD_XIII) awarded to D10_Wrong Way (FOKKER_DRI)	22:00:08	Shot down by JG5_Gargoyle
05/19/00-21:28:39 Kill of D10_Wrong Way (FOKKER_DRI) awarded to BA°BadApple WO (SPAD_XIII)	22:20:32	Destroyed target #245
05/19/00-21:29:26 Kill of BA°WingNut CO (NIEUPORT_17) awarded to J37 Mortis BWS (FOKKER_DRI)		
05/19/00-21:43:30 Kill of BA°BadApple WO (SPAD_XIII) awarded to BA°BadApple WO (SPAD_XIII)		
05/19/00-21:43:31 Kill of JG5_B (ALBATROS_DII) awarded to BA°BadApple WO (SPAD_XIII)		
05/19/00-21:43:49 Kill of JG5_Winks_CO (ALBATROS_DII) awarded to JG5_Winks_CO (ALBATROS_DII)		

This program was written with "squad war games" in mind. The maximum number of pilot names in the log file that the program can handle is 100. This is more than adequate for most squad games. If there are more than 100 unique pilot names in the log file, the program will crash. It would be possible to increase this if need be. The following pilot generated events will be shown under each pilot name in the log :

- Pilot enters server.
- Pilot leaves server.
- Pilot is awarded a kill.
- Kill of pilot is awarded. (same thing as above, from other perspective)
- Pilot death is awarded to self. (i.e. crashes without getting shot)
- Pilot destroys target.

This was programed to my own specifications, however I could probably taylor the output to incorporate (or not) any info that's included in the log. For instance, something could probably have been done with the aircraft info, but I chose to ignore it for now. If you'd like a version tailored to your specific needs, drop me a line.

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Now a word about server log files:

This program reads the log files generated by Red Baron 3d MMP servers. The server name can be anything the server operator desires (changed in the "rb2server.scs" file), and the server operator also has the option of setting the size of each log file. Games that have lots of players, and/or lots of action, will generate more log files than a game that has less action. When the server is started, it opens the log file with the file name supplied, and adds a zero onto the end, \* (i.e. "rb2server" becomes "rb2server0") When this file reaches the predetermined size, it is closed and another is opened with the zero changed to a one. ("rb2server1") The next file, if there is one will have it's name end in a two. ("rb2server2") The program takes this all into account, and distills all the log files in a "series".

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### Downloading and installing:

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Legal disclaimer:

This program is provided as is, and is intended to be FREE WARE. No warranty is expressed or implied. The user assumes all risks associated in running this software. Although it should be harmless to your system (no harm intended), I'm not going to guarantee it.

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Tested on Windows 98 and 95 systems... NT users are on your own! Written with VisualBasic 6.

Click on the filename to begin downloading: [DistilRB.exe](#)

Last updated: 06 Feb., 2001

It is a self extracting zip file (no need for win zip or anything). Once you've downloaded it, click on it to get it to run (you may need to double click, depending on your systems settings). It will ask where you want to put it. When it does, make sure "C:\" shows in the location box. (without the quotes) Click the "UNZIP" button. It will install the program onto your hard drive, and place an icon for the program on your desktop.

Depending on your system, you may also need "MSVBVM60.DLL" and "COMDLG32.OCX". Click on the filename to begin downloading: [DistilRBx.exe](#)

Follow the above instructions, and they will be put where they are supposed to go. (in "C:\WINDOWS\SYSTEM\")

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### Running the program:

Once you have installed the program click (or double click) on the "RB Server Log Distiller" icon. The "Load log file" dialog box comes up. Navigate to the folder with log files in it. You may navigate to any folder on your system, however the default is the desktop. Click on the log filename to select it, then click on the "Load File" button. By default, only the first log file in a series is shown, however, you may optionally have it display all log files, or all the files in the folder. Once the file has been loaded, all pilots that have actions recorded in the log(s) will be displayed in the "Select Pilot:" window. You may select an individual pilot, or select the "all pilots" option. Click on the "Distill Log Info" button to

display the log information in the preview window. The info in the preview window may not be edited. Click the "Save Distilled Info" button, and ALL the information will be saved in a text file. When you click the "save" button, the save dialog window appears and you may select where to put, and what to name the save file. Click the "Exit" button when finished.

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Well, that's about it, let me know if you have any problems with this application. Also, let me know of any suggestions you may have. Oh, and one other thing, at this time this application is mouse driven only, key presses will only result in a "ding". I hope you enjoy using the software.

EZFlier

\* Somehow one of my friends managed to get his server to end the file names with "t", "u", "v", another undocumented "feature". We ended up having to rename the files to end with a number (starting with zero) instead of a letter.