

## Ryzom - Feature # 1221

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	Krolock	<b>Category:</b>	Client: General
<b>Created:</b>	12/29/2010	<b>Assignee:</b>	
<b>Updated:</b>	12/29/2010	<b>Due date:</b>	
<b>Subject:</b>	New client command: sysLog		
<b>Description</b>			
<p>During playing on the live shard, i missed some feature like a sysLog, which logs the sys info into a particular file. I started to implement it into my Dev-client and tested it together with my own server.</p> <p>I see some nice opportunities for example during rubbarn crafting. If a player assigns another player to craft some items, to check if there was a rubbarn boost. Or for example to do some debugging.</p> <p>Before I submit the patch file here, we should discuss about this feature. Just to be sure, if this kind of feature should go into the official client or not.</p>			

### History

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