

# Log Messages

All combat events are logged, to ensure that combat encounters can be analyzed. No in-game analysis exists currently, but is planned to be implemented at some point. It is not actively being developed at the moment, however.

In the future, it is intended that combat log messages can be saved as a text file, such that the file can be subjected to post-processing. Some post-processing scripts will probably be developed by cheese at some point, but are not currently being actively developed.

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