

USER MANUAL · VERSION 2.0.0

GAME 2 DISCORD BOT/LOG

Scans your game's chat log and relays in-game chat messages to Discord.

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Windows · macOS · Linux · Node.js 18+

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ABOUT THIS MANUAL

Settings appear like `this`, exactly as they are written in `config.json`. Discord is a trademark of Discord Inc. Game 2 Discord Bot/Log is an independent tool and is not affiliated with or endorsed by Discord Inc. or any game publisher.

01 WHAT IT DOES

Many games write every chat message to a text log file on your PC. Game 2 Discord Bot/Log watches that file. When a new line contains the text you choose (a guild, clan, team or party tag, a channel name, anything), the bot posts that chat to a Discord channel you choose.

- Runs on your own PC, next to the game. Nothing is installed into the game.
- Only new chat is sent. Chat that was already in the log when the bot started is skipped.
- Works with any game that writes chat to a text file. Simple layouts need one setting; any other layout can be matched with a custom pattern.

02 WHAT YOU NEED

ITEM	DETAILS
Node.js 18 or newer	Free from **nodejs.org**. Choose the LTS version and install it with the default options.
A Discord server	One where you have **Manage Server** permission, so you can invite the bot.
Your game's chat log path	Usually in the game's install folder or in `Documents`, in a folder named `logs` or `Logs`. Check the game's documentation or community wiki.
Files in the zip	`index.js`, `config.json`, `package.json`, `start.bat`, `README.txt`, this manual.

Unzip the folder somewhere permanent, such as `Documents\Game 2 Discord Bot`.

03 CREATE YOUR DISCORD BOT

1. Go to **discord.com/developers/applications** and sign in.
2. Click **New Application**, name it (this is the bot's name in Discord), accept the terms and click **Create**.
3. Open the **Bot** page in the left menu. Click **Reset Token**, confirm, then **Copy**. This is your **token**. Paste it somewhere safe for step 05.
4. Open **OAuth2** → **URL Generator**. Under **Scopes**, tick **bot**.
5. Under **Bot Permissions**, tick **View Channels** and **Send Messages**.
6. Copy the **Generated URL** at the bottom, open it in your browser, choose your server and click **Authorize**.

The bot now appears in your server's member list, offline until you run it.

> KEEP THE TOKEN SECRET
>
> Anyone with the token can control your bot. Never post it or share your `config.json`. If it leaks, click **Reset Token** again; the old one stops working.

04 GET THE CHANNEL ID

1. In Discord, open **User Settings** → **Advanced** and turn on **Developer Mode**.
2. Right-click the channel the bot should post in and choose **Copy Channel ID**.

It is a long number, for example `1234567890123456789`.

05 FILL IN CONFIG.JSON

Open `config.json` in Notepad and replace each `ENTER …` text. Keep the quotation marks.

SETTING	WHAT TO ENTER
`token`	The bot token from step 03.
`client_file_path`	Full path to the game's chat log. Use forward slashes (`C:/Games/MyGame/Logs/chat.txt`) or double backslashes (`C:\\Games\\…`).
`string_to_search`	The exact text, as it appears in the log, that marks the chat you want. Examples: `[Guild]` , `<MyClan>` , `(Team)` . Capital letters must match.
`custom_regex`	Optional. Leave `""` unless your log layout needs it (see 07). When set, `string_to_search` is ignored.
`channel_id`	The channel ID from step 04.
`bot_activity`	Status text shown under the bot's name. Leave the `ENTER …` text for none.
`interval`	Seconds between checks of the log. Default `10` .
`interval_between_message_sec`	Seconds to wait between Discord posts, so a burst of chat doesn't hit Discord's rate limit. Default `2` .
`text_to_find` / `text_to_replace`	Optional. Every `text_to_find` in a message is replaced with `text_to_replace` , for example to hide a code your game puts in chat. Leave both `""` to turn it off.
`send_existing_on_start`	`false` (default) skips chat already in the log at startup. `true` sends it all.

Example of a finished file:

```
{
  "token": "MTIz…your-token…",
  "client_file_path": "C:/Games/MyGame/Logs/chat.txt",
  "string_to_search": "[Guild]",
  "custom_regex": "",
  "channel_id": "1234567890123456789",
  "bot_activity": "Relaying guild chat",
  "interval": 10,
  "interval_between_message_sec": 2,
  "text_to_find": "",
  "text_to_replace": "",
  "send_existing_on_start": false
}
```

06 RUN THE BOT

WINDOWS

Double-click `start.bat`. The first run installs the Discord library (needs internet, about a minute). After that the bot starts straight away.

MACOS / LINUX

```
cd "Game 2 Discord Bot"
npm install
npm start
```

WHAT YOU SHOULD SEE

```
Logged in as MyGuildBot#1234 (1 server(s)).
Skipping chat already in the log. Only new messages will be sent.
Watching: C:/Games/MyGame/Logs/chat.txt
Relaying lines containing [Guild] to #guild-chat every 10s.
1 ⟹ **Sam**: anyone up for a map?
```

Each line starting with a number is a message that was posted to Discord. Leave the window open while you play; closing it stops the bot.

> **UPDATING**
>
> Replace `index.js` with the new version. Keep your own `config.json`.

07 HOW MATCHING WORKS

The bot reads only the text added to the log since its last check, one line at a time.

SIMPLE MODE: STRING_TO_SEARCH

A line is relayed when it contains `string_to_search`. Everything after that text is the chat. If the chat starts with **Name: message**, the name is shown in bold.

LOG LINE (STRING_TO_SEARCH = [GUILD])	POSTED TO DISCORD
`[21:05] [Guild] Sam: anyone online?`	**Sam**: anyone online?
`[21:06] [Guild] Server restarts in 5 min`	Server restarts in 5 min
`[21:07] [Trade] Bob: selling gear`	Not posted (no `[Guild]`)

CUSTOM MODE: CUSTOM_REGEX

For any other layout, for example when the name comes before the tag, write a regular expression. Mark the parts with `(?<name>…)` and `(?<message>…)`. In `config.json`, every backslash is written twice.

```
Log line:       12:00:41 Sam (Team): push left
custom_regex:   "(?<name>\\w+) \\(Team\\): (?<message>.*)$"
Discord:        **Sam**: push left
```

A pattern with only `(?<message>…)` posts the message without a name. Test patterns at **regex101.com** (choose the **ECMAScript** flavor), using single backslashes there.

ALWAYS

- The same message twice in a row is sent once.
- If the log is cleared or replaced (a new game session), the bot starts again from the top of the new file.
- Messages longer than 2,000 characters (Discord's limit) are cut off.

08 CHANGING THE MESSAGE FORMAT

Open `index.js` and find **YOU CAN CUSTOM TAILOR THE BOT'S FINAL OUTPUT MESSAGE HERE**. Change the line below it. `userName` is empty when the line has no name.

```
const message = userName ? `**${userName}**: ${text}` : text;  // default
const message = text;                                          // message only
const message = '[Guild] ' + userName + ': ' + text;           // with a label
```

Save, then restart the bot.

09 SECURITY

- **Token:** stays in `config.json` on your PC. Don't upload that file anywhere.
- **No pings:** game chat can never ping **@everyone**, **@here**, roles or users. A player typing `@everyone` in game shows up as plain text.
- **Read-only:** the bot only reads the log file. It never changes game files.
- **Minimal access:** the bot needs only **View Channels** and **Send Messages**, and connects with no privileged intents.

10 TROUBLESHOOTING

MESSAGE OR PROBLEM	FIX
Node.js is not installed	Install the LTS version from nodejs.org, then run `start.bat` again.
"token" is not filled in yet	A required setting still says `ENTER …`. Fill it in (step 05).
config.json is not valid JSON	Usually single backslashes in the path. Use forward slashes, and check every value has quotes and every line but the last ends with a comma.
Discord login failed	The token is wrong or was reset. Copy a fresh one from the Bot page.
Channel ... was not found	Check `channel_id`, and that the bot was invited to that server with **View Channels** and **Send Messages**.
Chat log not found yet	The path is wrong, or the game hasn't created the log yet. The bot keeps checking; it starts relaying once the file exists.
Bot is online but nothing is posted	Open the log in Notepad and copy the marker text straight from a chat line into `string_to_search`. It must match exactly, including capital letters and brackets.
custom_regex is not a valid regular expression	Check the pattern at regex101.com (ECMAScript), then double every backslash when pasting it into `config.json`.
Messages arrive slowly during busy chat	Lower `interval_between_message_sec` to `1`. Going lower can hit Discord's rate limit.

11 LICENSE

Game 2 Discord Bot/Log's source files are free and open source under this notice:


```
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