

Discord Logging

```
Config.DiscordLogs = {  
    Enabled = false,  
    Webhooks = {  
        Craft = '',  
        Admin = '',  
        Blueprint = '',  
        Recipe = '',  
        Stash = ''  
    }  
}
```

Enable only the destinations you actually use and keep webhook URLs private.

Typical logged actions include:

- Successful/failed blueprint operations.
- Admin actions.
- Recipe management.
- Crafting activity.
- Stash access.

Use separate webhooks when you want different Discord channels for player activity and administrative changes.

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