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Subject: Re: a new renhawk!

Posted by [jnz](#) on Thu, 23 Nov 2006 08:26:50 GMT

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ok, now that i have more time to explain. im going to use the SBot to parse gamelog because c++ console programming is alot easier than forms c++ .net. there will be a TCP connection between the 2 programs and the SBot will tell Seye where to move the players etc. At the moment i will try to get the all the players moving without working on posistioning just yet(they will just move reletive to each other not the map).

The other reason i decided to use the SBot is because if any other regulation bot reads gamelog it can parse it and send the info to the Seye. for the maps, (so you can have custom maps) there will be a folder called "maps" just put the mapname EG: CnC\_Volano.mix would be CnC\_Volcano.JPG it will be caps sencitive so be careful with that.

i also plan in the future to have a feature to log the commands it takes, so you can watch old games or post what a n00b was doing and othe people can watch it. if that fails i will impliment a feature to make a video of the game.

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