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Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 12 Mar 2007 02:04:58 GMT

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I have been working on the IRC part for a bit and decided to impliment another class into Sbot. This just stores infomation, for any programing nubs out there.

and so, i was messing around. in engine.h looking in The\_Game-> and Commands-> to see what infomation about the game i could find. so i make this class.

```
ref class GameInfo
{
public:
String ^MapName;
double TimeRemaining;
int PlayerCount;
int NodPlayerCount;
int GDIPlayerCount;
double NodScore;
double GDIScore;
int MineLimit;
String ^SpawnCharNod;
String ^SpawnCharGDI;
int GDIProxyC4;
int NodProxyC4;
int GDIRemoteC4;
int NodRemoteC4;
int NodVehicleCount;
int GDIVehicleCount;
String ^Is_Nod_Powered;
String ^Is_GDI_Powered;
String ^Can_Nod_Generate_Vehicles;
String ^Can_GDI_Generate_Vehicles;
String ^Can_Nod_Generate_Soliders;
String ^Can_GDI_Generate_Soliders;
};
```

these are all the variables i have to play with. this whole class is updated every 5 seconds. if you know of anything else i should have here, say; and how to get the info from scripts.dll. for some reason i couldn't get the timed c4 count :/

this ^^ is !gameinfo (!gi) in IRC ^^

it automaticly displays this every 5 miniuts. im going to do a gameover one as well.

also to some non-programming nubs. i used String instead of bool because it was throwing an error when trying to convert. its was odd really :/

## File Attachments

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1) [gameinfo.png](#), downloaded 2100 times

```
<ideslikeu> !gameinfo  
<Sbot> Gameinfo  
<Sbot> Map: C&C_Walls_Flying.mix  
<Sbot> Time Left: 870.941  
<Sbot> GDI: Players:1 Score:1355.42  
<Sbot> GDI: Vehicles:0 C4(Proxy):11 C4(Remote):6  
<Sbot> Nod: Players:0 Score:0  
<Sbot> Nod: Vehicles:0 C4(Proxy):0 C4(Remote):0
```

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