
Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 19 Mar 2007 23:42:20 GMT

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hmm.. the SFPS thing was harder than i though at first. meh. i had to make a whole new thread just for it.

yes yes, i know. there are other ways to time 1 second other than using a thread. i <3 threads

i have a secret feature in planning , if i actully see a way of doing it i wil tell you what it is. Im sorry it seems im not going to release this thing, but i am. its just bugs everywhere i look. plus, im having feature requests as well. although the magor bugs have almost gone i still have a few.

File Attachments

1) [gameinfo.PNG](#), downloaded 1888 times

```
<roshambo> !gameinfo
<Sbot> Gameinfo
<Sbot> Map: C&C_Field.mix
<Sbot> SFPS: 60
<Sbot> Time Left: 1731.93
<Sbot> GDI: Players:0 Score:0
<Sbot> GDI: Vehicles:0 C4(Proxy):0 C4(Remote):0
<Sbot> Nod: Players:0 Score:0
<Sbot> Nod: Vehicles:0 C4(Proxy):0 C4(Remote):0
```
