

---

Subject: Re: SEye

Posted by [jnz](#) on Wed, 18 Apr 2007 20:19:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I had a feeling it was a bad idea.

The way SEye works, it has a timer that updates the field every 100 milliseconds. All it does is invalidate the frame the main field is in, this causes the program to redraw it. In the paint event, it reads from 3 arrays, building, players, and vehicles. and displays the info, so it is all separate.

Now, by reading more data than needed won't affect the CPU usage, unless it is reading from the socket and has to split the data by a delimiter then parse each one. Just one, can cause a "traffic jam" and the whole program will freeze and .NET will shut it down. This will be very rare and only occur on people with slow internet connections.

I can get it to read gamelogs line by line, it's just like I said, harder. I can get every line of a file into a String array with one function call. No instances needed. In this case, I need to create and instance and read from it.

The harder part I am worried about is the timing, because, if I read it at my own speed it would be going a lot faster or slower than it should. My salvation in this is gamelog provides the time that the data was logged, so, I will need to read ahead 1 line, get the time, take the current line's time away and wait for that amount of time before I progress. Sounds simple, although, I have no idea how I am going to do that yet.

Do you think I should create a "converter" for the gamelogs to make them smaller and easily SEye readable?

---