Subject: Re: Introduction to the SSGM 4.0 TCP Logging System
Posted by danpaul88 on Fri, 13 Aug 2010 14:42:24 GMT
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It's just sent as ASCII over the network, as shown in the protocol outlined above. Crude but effective.

As for using TCP, because it allows multiple simultaneous connections it allows you to do some useful stuff like off-server rank calculations on a separate bot dedicated to the task, where it doesn't matter if it lags behind real time as it doesn't need to respond to user input. At busy times it could buffer input and process it as fast as it can, and catch up to real time during an idle period.

Lots of possibilities...