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Subject: Re: Visual Bot

Posted by [danpaul88](#) on Thu, 23 Sep 2010 09:49:20 GMT

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I would assume he is reconstructing the object locations from the gamelog data the bot is collecting anyway and streaming that to a few locations wouldn't really be that bandwidth intensive, especially if you optimise it to avoid sending redundant messages (ie: Health was 100, health is now 100... pointless, only send an update if it has actually changed, unlike Gamelog).

I am not sure how useful this would actually be though... how would it actually help moderate the server unless your in the server yourself anyway to see whats going on? The locations of objects don't really help you to understand where they are looking, what they are shooting at etc...

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