Subject: Re: Visual Bot
Posted by halo2pac on Thu, 23 Sep 2010 13:07:25 GMT

reborn wrote on Thu, 23 September 2010 10:45It looks cool as hell, but the visual aid would only be relevant to the person logged into the server? Perhaps if it could be relayed and streamed?
That was one of the ideas. I would either stream video or keep replacing jpegs.

Sladewill wrote on Thu, 23 September 2010 04:27Bandwidth consuming would make it pretty useless, i doubt anyone would use it no matter how cool it may be.
That was another problem. But I believe it uses way less than a single client (player).

It will show facing and bullets. it's a total remake of roshambo's visual bot in a different language. And it will be interactive. I'm already rightclicking and dropping items. As well as dragging players. If I get a remote hb client to work I will reduce the netcode.