
Subject: Re: Visual Bot

Posted by [halo2pac](#) on Fri, 24 Sep 2010 05:37:53 GMT

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Log reading is horrible. It is a plugin based socket. I can whip up a video. I'm having trouble with my scaling algorithm for the ingame to bot map positions. So far I'm taking the point x

$(x * \text{scale}) - \text{offset}$

offset is usually half my dot size and scale for let's say canyon is 0.815 I believe.

It is off 10 pixels or so every once and a while. And it setimes gets worse expecially for under. I have all the maps re oriented to account for flipping axis like some maps do. But I'm not good at cartiesian coordinate scaling. I'm ok at math. Excellent at coding but understanding space and time are not my thing.
