
Subject: Re: Update pinfo

Posted by [danpaul88](#) on Thu, 04 Nov 2010 22:46:07 GMT

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Gen_Blacky wrote on Thu, 04 November 2010 21:11

```
sub pinfo_timer
{
  POE::Session->create
  (
    inline_states =>
    {
      _start => sub
      {
        RenRemCMD( "pinfo" );
        $_[HEAP]->{next_alarm_time} = int( time() ) + 30;
        $_[KERNEL]->alarm( tick => $_[HEAP]->{next_alarm_time} );
      },
      tick => sub
      {
        RenRemCMD( "pinfo" );
        $_[HEAP]->{next_alarm_time} = int( time() ) + 30;
        $_[KERNEL]->alarm( restart => $_[HEAP]->{next_alarm_time} );
      },
      restart => sub
      {
        RenRemCMD( "pinfo" );
        $_[HEAP]->{next_alarm_time} = int( time() ) + 30;
        $_[KERNEL]->alarm( tick => $_[HEAP]->{next_alarm_time} );
      },
    }
  );
}
```

You can simplify this bit to

```
sub pinfo_timer
{
  POE::Session->create
  (
    inline_states =>
    {
      _start => sub
      {
        $_[KERNEL]->yield('tick');
      },
    }
  );
}
```

```
tick => sub
{
  RenRemCMD( "pinfo" );
  $_[HEAP]->{next_alarm_time} = int( time() ) + 30;
  $_[KERNEL]->alarm( tick => $_[HEAP]->{next_alarm_time} );
}
};
}
```

To reduce code duplication. Also, unless you really need to store the alarm time on the heap, you can reduce

```
$_[HEAP]->{next_alarm_time} = int( time() ) + 30;
$_[KERNEL]->alarm( tick => $_[HEAP]->{next_alarm_time} );
```

To

```
$_[KERNEL]->alarm( tick => int( time() ) + 30 );
```

As for lagging the FDS, highly unlikely, but since BRenBot calls gameinfo and playerinfo every 20 seconds I don't see the point of calling yet another function for effectively the same thing?
