
Subject: SEye 0.3.0B
Posted by [jnz](#) on Thu, 26 Apr 2007 21:06:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Some of the buildings are a little "crude", but it does take along time to add each one. With this release i just want to test the server.

To install, unzip everything to a folder. Do *NOT* edit SEye.ini. Unless you actually know what you are editing, the only person that does is me atm.

To connect, run the SEye binary. Go to File->Connect, this should automatically connect to my 1player server. If the map doesn't automatically load, just re-try.

Please tell me what you think! (If bad, please constructively).

<http://www.dansprojects.com/Seye/Seye.zip>

Subject: Re: SEye 0.3.0B
Posted by [cmatt42](#) on Thu, 26 Apr 2007 22:54:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh, I didn't realize that this was a BHS product.

Looks neat so far.

Subject: Re: SEye 0.3.0B
Posted by [jnz](#) on Thu, 26 Apr 2007 22:59:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's not, i put it in the wrong forum

Subject: Re: SEye 0.3.0B
Posted by [Cat998](#) on Fri, 27 Apr 2007 07:30:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

np, moved to win32 forum

Subject: Re: SEye 0.3.0B
Posted by [jnz](#) on Fri, 27 Apr 2007 10:29:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks, just wondering. how long does it take for GetPrivateProfileString to execute? I think this is

causing the SEye to use a lot of CPU. I don't see what could be making it use 60+ CPU other than it drawing.

EDIT: BTW, it calls it everytime it draws to the screen (and everytime it needs settings. When i get home today, ill make a class to store the info and see if it makes things faster. If it does, ill have a look into making the charater move smoothy.

Subject: Re: SEye 0.3.0B
Posted by [jnz](#) on Fri, 27 Apr 2007 15:37:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I had to take the server down for a while. I'm sorry, it will be back up soon.

Subject: Re: SEye 0.3.0B
Posted by [jnz](#) on Fri, 27 Apr 2007 17:57:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

SEye now uses *A LOT* less CPU to run. Although, it is still too high and i am working on getting it even lower. So far it uses about 20% CPU, but when you move your mouse over the screen that shoots up to 100%. I know i won't be able to fix that, though.

And i answered my own question. It was the fact it was reading from the ini whenever it needed information. So now, it will update it's information when the map changes and when the ini is overwritten. When i get a few things finished i'll release an installer for it (i know some people have had trouble using it).

The server is very stable, the SEye (server-side) uses virtually no CPU / RAM. It's multi threaded to hopefully optimize it.

Subject: Re: SEye 0.3.0B
Posted by [BlueThen](#) on Fri, 27 Apr 2007 21:37:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Error

A connection attempt failed because the connected party did not properly respond after a period of time, or established connection failed because connected host has failed to respond

Subject: Re: SEye 0.3.0B
Posted by [Dave Anderson](#) on Fri, 27 Apr 2007 21:52:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

bluethen wrote on Fri, 27 April 2007 15:37Quote:Error

A connection attempt failed because the connected party did not properly respond after a period of time, or established connection failed because connected host has failed to respond

Quote:

I had to take the server down for a while. I'm sorry, it will be back up soon.

Smart Bot Tech Support Forum

Subject: Re: SEye 0.3.0B

Posted by [BlueThen](#) on Fri, 27 Apr 2007 21:55:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ah. K then. I registered, but I'm too lazy to verify. ./

Subject: Re: SEye 0.3.0B

Posted by [Dave Anderson](#) on Fri, 27 Apr 2007 22:21:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

There is no verification. You can just login and post.

Edit: Apparently your account was created when Activation was on and it didn't make your account active when I changed the config of the forums. Your account is active now.

Subject: Re: SEye 0.3.0B

Posted by [BlueThen](#) on Fri, 27 Apr 2007 22:38:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Now I'm too lazy to log in.

Subject: Re: SEye 0.3.0B

Posted by [jnz](#) on Fri, 27 Apr 2007 23:06:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Server is back up.

Here's an installer, i think a lot of people will have troubles installing a stand-alone version of it.

File Attachments

- 1) [SEyeSetup.part1.rar](#), downloaded 145 times
 - 2) [SEyeSetup.part2.rar](#), downloaded 128 times
-

3) [SEyeSetup.part3.rar](#), downloaded 137 times

Subject: Re: SEye 0.3.0B
Posted by [BlueThen](#) on Fri, 27 Apr 2007 23:25:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

3 installers?

Subject: Re: SEye 0.3.0B
Posted by [jnz](#) on Fri, 27 Apr 2007 23:28:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, a split file. I knew it was a bad idea.

Here's the whole thing: <http://www.dansprojects.com/Seye/SEyeSetup.rar>

Subject: Re: SEye 0.3.0B
Posted by [slavik262](#) on Sat, 28 Apr 2007 17:25:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

1. In the future, will it be possible to connect to other servers?
 2. How do you create gamelogs to view in SEye?
-

Subject: Re: SEye 0.3.0B
Posted by [jnz](#) on Sat, 28 Apr 2007 19:01:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

- 1) When the server is finished, you will be able to connect to servers running the SEye server.
 - 2) Gamelogs will be viewable, but thats not implemented yet.
-

Subject: Re: SEye 0.3.0B
Posted by [BlueThen](#) on Sat, 28 Apr 2007 19:59:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

1. What will be the settings and their options?
 2. Is it possible to set a password to keep people from viewing your server through seye?
-

3. Do people connect through specifying a ip or a username...?

Subject: Re: SEye 0.3.0B

Posted by [jnz](#) on Sat, 28 Apr 2007 20:03:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

- 1) Stuff to say how things will be drawn etc...
 - 2) Yes, this will default to the server's password.
 - 3) People connect through specifying ip + port.
-

Subject: Re: SEye 0.3.0B

Posted by [BlueThen](#) on Sat, 28 Apr 2007 20:05:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cool. One more question: Will it be attached to the fds (where the fds and this is all one window), or could it be possible to set it to open automatically when fds opens?

Edit: It'd be neat to operate through the SEye because you can select a player and have a handy ban button in a toolbar.

Subject: Re: SEye 0.3.0B

Posted by [jnz](#) on Sat, 28 Apr 2007 20:12:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

You're going a little bit into my secret feature. Yes, it is possible to make it start when the FDS starts. Although, there isn't much point really.

Subject: Re: SEye 0.3.0B

Posted by [BlueThen](#) on Sun, 29 Apr 2007 22:11:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

For the lazy people.

Subject: Re: SEye 0.3.0B

Posted by [trooprm02](#) on Sun, 29 Apr 2007 22:27:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

bug: periodically crashes the server when 3+ players are in the server, happens more often when it a map not loaded in Seye

Subject: Re: SEye 0.3.0B
Posted by [jnz](#) on Sun, 29 Apr 2007 22:59:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do you have a crashdump?
