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Subject: Re: a new renhawk!

Posted by [Cat998](#) on Wed, 03 Jan 2007 20:48:59 GMT

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Example:

[20:44:56]

KILLED;SOLDIER;1500007864;CnC\_Nod\_Minigunner\_3Boss;-14;107;0;168;1500009035;CnC\_GDI\_MiniGunner\_3Boss\_ALT2;-128;130;14;-10;CnC\_Weapon\_RamjetRifle\_Player

Do you really need anything of that ?

Instead of killed, you could just send a byte to the client for example, this would allow you to have 256 different events. And you can put every number into an integer of 4 bytes or a long.

This would drastically reduce the amount of data you have to send.

Then you could also compress it.

And... I don't think the client needs to have the data in realtime.

So you could just update the client every half seconds.. and woops the used bandwidth is almost zero.

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