
Subject: Re: Official SBot Thread

Posted by [jnz](#) on Fri, 23 Mar 2007 23:30:30 GMT

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ok, im fixing bugs tonight. then tommorow, finishing the comands that need doing. i am also scraping the multithreaded system. this will make it faster. also, i (finally) found a way round the fact scripts.dll is sending data so fast to Sbot that it gets backed up in the buffer.

eg:

if the data was send slow it would look like:

gameinfo:bla:bla:bla

pinfo:somname:blabla

someotherinfo:blabla

when it sends it too fast it goes like:

gameinfo:bla:bla:blapinfo:somname:blablasomeotherinfo:blabla

this was causing some problems, because it was showing in chat etc. well now, i got it to append the ascii charater 1 to the end. so i can split the message up by this and parse each message seperatly.

other fixes needed:

start stop. it currently, now stops. whereas before it would just restart. in working on a "restart" so it can detect disconnects etc and automaticly restart.

im still working on the IRC, in-game access level.

also, there is a bug. i cannot fix it though. where sometimes, the damage shown is a little higher than the player actully hit for. this is nothing to worry about. the last damage shouldn't be used a foolproof way of detecting damage hacks.

i have used a makeshift way of stopping duplicate purchase messages. this just times when the last one was send and if another is send withing this time, it is disregarded.

some more error checking on some of the commands is needed.

i need to finish !temp and !untemp. (these commands adds a specific use to an access level for a temperary amount of time,

i need to add more types of votes to !vote. ill need some suggestions for this.

add some more commands to allow for php(or any language) to connect to Sbot and get infomation about the game. so far its just gameinfo

add teamspeak support

add rengaurd support.

add the plugin support.

most of these shouldn't take too long. some others are going into later versions of Sbot. i need to make a "maps" tab, to change settings for certain maps (eg: minelimit, !rules).

The secret feature is going to be in Sbot, so ill tell you what it is. you will know that most ladders on servers go by score or mabe something else. however, it is always pretty primitive.

im planning on maing a ladder system that encourages all aspects of play (eg: repaing tanks,

building. attacking buildings, kills etc). you earn ladder points for certain things like kills. at the end of the game, the points will be tallied of what you did. then a ratio will be made. EG:
i went in-game and kill whored and did a few other things
the ratio would be 21:2:3:6 these numbers will get processed so you lose points for only doing one thing. im not sure yet on what the formulae will be. also, im scrapping the rank system. instead it will work like World of warcraft, where you have a level instead. you start at level 1, as you progress you get better things like health armour. ammo etc. to progress to level 2 you need # amount of points. to get to level 3 you need levels 2 points * 1.2 (about) EG:
level 2 - 100 points
level 3 - 120 points
level 4 - 144 points
level 5 - 178 points etc...
it will (like WoW) go up to a finite level. so people don't get invincible making it unfair for other players.
