Erm... gamelogs can be around the 100mb mark depending on the size of the server, it might be better to parse it line by line..

Perhaps run through about 20 seconds worth of data, then pause until the animation catches up to about 1 second behind and scan ahead another 20 seconds, so you are always between 1 and 20 seconds ahead of the animation.

Another possibility is having some kind of application to remove redundant data from the gamelog and save it to a new file. For example, if you 5 position lines for a player and their health stats didnt change on any of those lines you could remove the data and have it programmed to use the last data read in. That way you only read data which has actually changed since the last data.

So the lines

Quote:[17:20:28] POS;SOLDIER;1500000210;CnC_GDI_MiniGunner_0;67;-63;0;0;100;100
[17:20:29] POS;SOLDIER;1500000210;CnC_GDI_MiniGunner_0;68;-64;0;0;100;100
[17:20:30] POS;SOLDIER;1500000210;CnC_GDI_MiniGunner_0;69;-65;0;0;100;100
[17:20:31] POS;SOLDIER;1500000210;CnC_GDI_MiniGunner_0;70;-66;0;0;99;55
[17:20:32] POS;SOLDIER;1500000210;CnC_GDI_MiniGunner_0;71;-67;0;0;99;55

might become

Quote:[17:20:28] POS;SOLDIER;1500000210;CnC_GDI_MiniGunner_0;67;-63;0;0;100;100
[17:20:29] POS;SOLDIER;1500000210;;68;-64;;;;
[17:20:30] POS;SOLDIER;1500000210;;69;-65;;;;
[17:20:31] POS;SOLDIER;1500000210;;70;-66;;;99;55
[17:20:32] POS;SOLDIER;1500000210;;71;-67;;;;

That way you could get some level of compression on the file sizes. Also since the object ID always refers to the same object you could remove the SOLDIER part as soon as it's been associated with the ID by the CREATED event...