Subject: What kind of server stats do you want?
Posted by Anonymous on Thu, 25 Apr 2002 11:29:00 GMT
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Okay now that I have a new and improved RenRem, combined with my other methods I can get in realtime the following stats:1. Current Number of players in a game2. Current map3. Current server fps4. Current List of players and what teams they are on5. Current player scores6. Current player pings7. Current server bandwidth in use (incoming and outgoing)8. Current server total RAM in use9. Current RAM in use BY RENEGADE10. Current total CPU usage11. Current CPU usage BY RENEGADE12. and more   Im thinking some good diagnostic graphs would be:1. # Players vs FPS2. # Players vs Bandwidth3. # Players vs CPU usage4. # GDI Players vs # NOD Players (only on servers with team switching on)For those who havnt seen I allready gather some stats on my server: http://irc.poosay.com/mrtg/ServerGraph.html http://irc.poosay.com/mrtg/dronecpu.html http://irc.poosay.com/mrtg/dronemem.html http://irc.poosay.com/mrtg/dronenet.html http://irc.poosay.com/mrtg/droneudp.html[April 25, 2002: Message edited by: Blazer][April 25, 2002: Message edited by: Blazer]

Subject: What kind of server stats do you want?
Posted by Anonymous on Thu, 25 Apr 2002 14:28:00 GMT
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Has anyone thoguth of adding tank bunkers to maps that work like the ones Yuri has in Yuri's Revenge or just plain old rock walls that a tank can hide behind??? I was just wondering cuz the idea sounds cool to me....

Subject: What kind of server stats do you want?
Posted by Anonymous on Thu, 25 Apr 2002 14:33:00 GMT
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bump

Subject: What kind of server stats do you want?
Posted by Anonymous on Thu, 25 Apr 2002 15:12:00 GMT
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quote:Originally posted by Swatinem:Hi...I had planed to make a Server Live Script.Like there are for other Games such as UT or Q3.I just want to get all server vars (name, current map, max players, players ingame, etc...) and all player stats (frags, score, etc...) to display them on a website refreshing every 30 seconds... I think that would be a realy cool addition to my Site www.renegade-planet.de but i send a Mail to Dev a few Weeks ago and he asked the main Networking Guy and he told me that its impossible...Will it be possible with your method?Yes...except the frags, as they are not shown in the "player_info" command. Since I am communicating with the programmers who wrote RenRem.exe, I will ask them if this is possible.

Subject: What kind of server stats do you want?
Posted by Anonymous on Thu, 25 Apr 2002 15:31:00 GMT
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I think it should have the following (these are selected from the list you gave..)number of playersmaplist of players and teams they are onplayer scorespingsI think it'd be cool if you could have full scores (like when you press tab twice you get kill/death score rank) but as you said, you are not sure if that's possible

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Subject: What kind of server stats do you want?
Posted by Anonymous on Fri, 26 Apr 2002 00:18:00 GMT
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Hi...I had planed to make a Server Live Script.Like there are for other Games such as UT or Q3.I just want to get all server vars (name, current map, max players, players ingame, etc...) and all player stats (frags, score, etc...) to display them on a website refreshing every 30 seconds... I think that would be a realy cool addition to my Site www.renegade-planet.de but i send a Mail to Dev a few Weeks ago and he asked the main Networking Guy and he told me that its impossible...Will it be possible with your method?