
Subject: just a quick question...

Posted by [jnz](#) on Sat, 02 Sep 2006 23:10:12 GMT

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i am talking totally serverside.

right,

1)when a game ends what is the first thing the FDS says?

2)when all the players are at the gameover screen where it says who was mvp etc, do they still have the score as they did in game?

3)do they have the same ID's?

cheers.

Subject: Re: just a quick question...

Posted by [sycar](#) on Sun, 03 Sep 2006 00:18:44 GMT

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3) im pretty certain they all have the same ids. yes.

Subject: Re: just a quick question...

Posted by [jnz](#) on Sun, 03 Sep 2006 00:41:52 GMT

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hmmm, i am having a problem. i have ladder set up properly as in all functions are working. but for the last bit i need to know how to detect weather the game has ended via rlmon.

Subject: Re: just a quick question...

Posted by [jnz](#) on Sun, 03 Sep 2006 00:56:39 GMT

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never mind i figured it out, just wait untill the time = 0

Subject: Re: just a quick question...

Posted by [futura83](#) on Mon, 04 Sep 2006 23:21:52 GMT

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you just better hope people dont run it on marathons...or would it have the same outcome?

Subject: Re: just a quick question...
Posted by [jnz](#) on Tue, 05 Sep 2006 00:43:44 GMT
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i think on a marathon the time = 9999999999 or something, but anyway i am doing it another way.

Subject: Re: just a quick question...
Posted by [Nightma12](#) on Tue, 05 Sep 2006 00:55:09 GMT
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Quote:1)when a game ends what is the first thing the FDS says?
2)when all the players are at the gameover screen where it says who was mvp etc, do they still have the score as they did in game?
3)do they have the same ID's?

1) use SSAOW to find out when a game has ended
2) check results.txt in the FDS Directory
3) yes

Subject: Re: just a quick question...
Posted by [jnz](#) on Tue, 05 Sep 2006 02:39:32 GMT
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i am trying to make my bot portable so using ssaow is out of the question.

what i am going to do is just read renlog for the gameover.

Subject: Re: just a quick question...
Posted by [StealthEye](#) on Tue, 05 Sep 2006 15:01:37 GMT
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I think the timezone is 0 for marathon games, so watch out with it, I'm not entirely sure though..

Subject: Re: just a quick question...
Posted by [jnz](#) on Tue, 05 Sep 2006 15:49:24 GMT
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i am doing it another way now anyway as i had major problems with checking the time.
