## Subject: Visual Bot

Posted by halo2pac on Wed, 22 Sep 2010 23:23:11 GMT

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So I am upgrading [HB] HaloBot to include DirectX capabilities to render a map and everything that moves so you can administrate from your desktop. and soon remote into your box and do the same.

now before I continue... (it works very well with little cpu use atm...)

What do you think?>
Never will use it for your server.
Theres no need.
Cool.
Kick-Ass!

?

Also Screenshot:
Toggle Spoiler

```
File Attachments
```
1) ss1.jpg, downloaded 917 times

Medium Tank

ilan2pac
Recruit

E

**Subject: Re: Visual Bot**
Posted by reborn on Thu, 23 Sep 2010 08:45:25 GMT
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It looks cool as hell, but the visual aid would only be relevant to the person logged into the server? Perhaps if it could be relayed and streamed?

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**Subject: Re: Visual Bot**
Posted by Sladewill on Thu, 23 Sep 2010 09:27:04 GMT
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Bandwidth consuming would make it pretty useless, i doubt anyone would use it no matter how cool it may be.

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**Subject: Re: Visual Bot**
Posted by danpaul88 on Thu, 23 Sep 2010 09:49:20 GMT
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I would assume he is reconstructing the object locations from the gamelog data the bot is collecting anyway and streaming that to a few locations wouldn't really be that bandwidth intensive, especially if you optimise it to avoid sending redundant messages (ie: Health was 100, health is now 100... pointless, only send an update if it has actually changed, unlike Gamelog).

I am not sure how useful this would actually be though... how would it actually help moderate the server unless your in the server yourself anyway to see whats going on? The locations of objects don't really help you to understand where they are looking, what they are shooting at etc...

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**Subject: Re: Visual Bot**
Posted by reborn on Thu, 23 Sep 2010 09:51:19 GMT
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Would be nice to have it streamed on your website!

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**Subject: Re: Visual Bot**
Posted by halo2pac on Thu, 23 Sep 2010 13:07:25 GMT
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reborn wrote on Thu, 23 September 2010 10:45It looks cool as hell, but the visual aid would only be relevant to the person logged into the server? Perhaps if it could be relayed and streamed? That was one of the ideas. I would either stream video or keep replacing jpegs.

Sladewill wrote on Thu, 23 September 2010 04:27Bandwidth consuming would make it pretty useless, i doubt anyone would use it no matter how cool it may be.
That was another problem. But I believe it uses way less than a single client (player).

It will show facing and bullets.  it's a total remake of roshambo's visual bot in a different language. And it will be interactive. I'm already rightclicking and dropping items. As well as dragging players. If I get a remote hb client to work I will reduce the netcode.

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Subject: Re: Visual Bot
Posted by Spyder on Thu, 23 Sep 2010 13:56:04 GMT
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halo2pac wrote on Thu, 23 September 2010 17:37
It will show facing and bullets.

Could be used for anti-cheating purposes.

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Subject: Re: Visual Bot
Posted by trooprm02 on Thu, 23 Sep 2010 23:23:59 GMT
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Cool, im guessing you're basing this off Renhawk and more recently SEye? Now, thats a live network connection (TCP/UDP) or is it reading a log file and is it a standalone program atm or its being loaded into the FDS (modified .dll, SSGM plugin, etc)?

A video recording of the screen with a few players ingame would be cool to see.

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Subject: Re: Visual Bot
Posted by halo2pac on Fri, 24 Sep 2010 05:37:53 GMT
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Log reading is horrible. It is a plugin based socket. I can whip up a video. I'm having trouble with my scaling algorithm for the ingame to bot map positions. So far I'm taking the point x

(x * scale) - offset

ofset is usually half my dot size and scale for let's say canyon is 0.815 I believe.

It is off 10 pixels or so every once and a while. And it setimes gets worse expecially for under. I have all the maps re oriented to account for flipping axis like some maps do. But I'm not good at cartiesian coordinate scaling. I'm ok at math. Excellent at coding but understanding space and time are not my thing.

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Subject: Re: Visual Bot
Posted by Tunaman on Fri, 24 Sep 2010 19:52:03 GMT
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I spent a few hours and found the scaling for all the maps a few years ago.. I'll try to see if I can find my work somewhere.

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Subject: Re: Visual Bot
Posted by halo2pac on Sat, 25 Sep 2010 00:14:41 GMT
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sweet thanks. I'm using a pack of map images I found on renforums.

"Map-Overview-Pack by  DeathLink6.0"

I resized them to 512x512 and flipped them so that I dont have to use math to flip coordinates and hog more cpu.

any help with scaling or a better algorithm would be awesome

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Subject: Re: Visual Bot
Posted by Tunaman on Sat, 25 Sep 2010 00:25:10 GMT
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Yeah, I think that I used a similar method to yours, but I scaled the X and Y values differently(you may be doing exactly that, I couldn't tell from your wording) based on a variable for each map. I meant all the default maps in my post too.. no way would I do that for every map available.

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Subject: Re: Visual Bot
Posted by halo2pac on Sun, 26 Sep 2010 23:09:40 GMT
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Video and small update: http://www.youtube.com/watch?v=TbfIF0aAZM0

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Subject: Re: Visual Bot
Posted by Gen_Blacky on Tue, 28 Sep 2010 10:39:46 GMT
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This is defiantly cool.

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Subject: Re: Visual Bot
Posted by reborn on Tue, 28 Sep 2010 10:59:19 GMT
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Yeah, that's pretty kick-ass to be honest. It would be nicer if it was accessible to multiple users though, somehow.

Subject: Re: Visual Bot
Posted by halo2pac on Tue, 28 Sep 2010 13:34:38 GMT
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I was thinking about implementing per admin client viewers also possibly team only per player client and direct injecting it into the game so you can view it like xfire. I already have the tools just need to implement them.

Also: I am having trouble making/taking/finding top-up images of vehicles approximately 9x9 or 8x10 in size. with good quality.

Subject: Re: Visual Bot
Posted by Gen_Blacky on Tue, 28 Sep 2010 18:04:41 GMT
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halo2pac wrote on Tue, 28 September 2010 08:34
Also: I am having trouble making/taking/finding top-up images of vehicles approximately 9x9 or 8x10 in size. with good quality.

This should help . A long time the rxd team made something very similar to renhawk and we used these. They might be a little bigger then you want 8 x 10 pixel is really small.

http://www.filefront.com/17329702/Renegade Overview Images.zip

Subject: Re: Visual Bot
Posted by trooprm02 on Thu, 30 Sep 2010 03:54:38 GMT
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Nice! Video is a little laggy but I get the point. Even the GUI looks alot like SEye tho...did you use the source or start this from scratch?

Subject: Re: Visual Bot
Posted by halo2pac on Thu, 30 Sep 2010 16:33:53 GMT
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I Built it line by line except for the socket in fdscomm which is a private version roshambo whipped up for me but all the neat stuff and functions are mine.  The visual part I coded from scratch also.

@gen - thanks for the top down images. They don't resize well but they help me to visualize the top aspect as I draw them by hand pixel by pixel.

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