
Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 12 Mar 2007 02:04:58 GMT

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I have been working on the IRC part for a bit and decided to implement another class into Sbot. This just stores information, for any programming nuts out there.

and so, I was messing around. in engine.h looking in The_Game-> and Commands-> to see what information about the game I could find. so I make this class.

```
ref class GameInfo
{
public:
    String ^MapName;
    double TimeRemaining;
    int PlayerCount;
    int NodPlayerCount;
    int GDIPPlayerCount;
    double NodScore;
    double GDIScore;
    int MineLimit;
    String ^SpawnCharNod;
    String ^SpawnCharGDI;
    int GDIProxyC4;
    int NodProxyC4;
    int GDIRemoteC4;
    int NodRemoteC4;
    int NodVehicleCount;
    int GDIVehicleCount;
    String ^ Is_Nod_Powered;
    String ^ Is_GDI_Powered;
    String ^ Can_Nod_Generate_Vehicles;
    String ^ Can_GDI_Generate_Vehicles;
    String ^ Can_Nod_Generate_Soldiers;
    String ^ Can_GDI_Generate_Soldiers;
};
```

these are all the variables I have to play with. this whole class is updated every 5 seconds. if you know of anything else I should have here, say; and how to get the info from scripts.dll. for some reason I couldn't get the timed c4 count :/

this ^^ is !gameinfo (!gi) in IRC ^^

it automaticly displays this every 5 minius. im going to do a gameover one as well.

also to some non-programming nubs. i used String instead of bool because it was throwing an error when trying to convert. its was odd really :/

File Attachments

1) [gameinfo.png](#), downloaded 1972 times

```
<ideslikeu> !gameinfo
<Sbot> Gameinfo
<Sbot> Map: C&C_Walls_Flying.mix
<Sbot> Time Left: 870.941
<Sbot> GDI: Players:1 Score:1355.42
<Sbot> GDI: Vehicles:0 C4(Proxy):11 C4(Remote):6
<Sbot> Nod: Players:0 Score:0
<Sbot> Nod: Vehicles:0 C4(Proxy):0 C4(Remote):0
```
