Subject: Re: WIP movie of new plugin
Posted by reborn on Mon, 24 Aug 2009 05:41:20 GMT
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Ethenal wrote on Sun, 23 August 2009 14:33Wow Reborn, that's pretty awesome! Will you be releasing the source? (knowing it's you, I'm sure you will)

Only qualm with it is as you said, constantly polling the directory to see if that file exists could be quite slow... but hopefully that issue would be negligible.

Either way, very cool!

Yeah, source will be included.
Yeah, the polling is not quite so elegant, nor is the face that it's using disk files either.

YazooGang wrote on Sun, 23 August 2009 20:40I dont get it.. Whats so awesome?

It could allow for allot of potential extra scope for regulators, amongst other things...

Ethenal wrote on Sun, 23 August 2009 22:02Sir Kane wrote on Sun, 23 August 2009 19:15Fucking std::.
It's always you lol

On a more serious note, why not use something a little more efficient... like named pipes, or maybe even a local socket connection?

Yes, SK is always super helpful. Never have a beer with him, his glass is always half empty.
The first release will be using the file stream and disk files.
The second release will have additional commands that people might mention they would like, but specifically it will include a bunch of commands to get_ information, making it more useful... i.e
getmaxarmor can be used first, then another command used after like setmaxarmor (so they can set the max armor based on a value received from the server about the object).
Finally the third release will likely use sockets, probably a TCP connection rather than named pipes so it can be done remotely rather than on the server. Dropping the disk file stuff and making it asynchronous too, all round more efficient.
However, the 2nd and 3rd releases will largely depend on how receptive bot creators are to it...