Subject: SEye
Posted by jnz on Thu, 12 Apr 2007 11:07:47 GMT
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I notice a lot of people didn't even know i started this project (a few months ago). So, I'm starting a new thread.

SEye is a project that allows you to see a top down view of the map. It *will* be release working real time. although, it should work with gamelogs as well. Don't jump to any conclusions before you post, i know people will, i have already been flamed.

Alpha: http://www.dansprojects.com/Seye/Seye.zip (This wont work as the newer version needs to be uploaded)

Subject: Re: SEye
Posted by Dave Anderson on Thu, 12 Apr 2007 12:32:40 GMT
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For official support and discussion you can visit the official SEye forums here. We check these forums frequently so your questions and whatnot won't be missed.

Subject: Re: SEye
Posted by mvrtech on Thu, 12 Apr 2007 16:00:24 GMT
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So if i understand correctly this will display a birds eye view of the current map and players in my server game viewable on my servers screen?

Subject: Re: SEye
Posted by jnz on Thu, 12 Apr 2007 16:16:06 GMT
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http://www.dansprojects.com/Seye/Seye2.html

yes, but anyone can see your server.

Subject: Re: SEye
Posted by mvrtech on Thu, 12 Apr 2007 16:32:26 GMT

<>

Anyone can see my server? you mean this seye can be viewed by anyone that wishes to see it?

Subject: Re: SEye
Posted by jnz on Thu, 12 Apr 2007 16:58:47 GMT
<>

No, SEye is a program that views your server. although, you have to install a mod on the server so other people connect to it.

Subject: Re: SEye
Posted by Genesis2001 on Thu, 12 Apr 2007 19:35:44 GMT
<>

Would you make like a website feature attached to SEye? (ie: it uploads/updates a picture on your server's website of movements ingame)

Just a quick suggestion.

Subject: Re: SEye
Posted by jnz on Thu, 12 Apr 2007 19:41:48 GMT
<>

This is already a feature that i am building into it

Subject: Re: SEye
Posted by lavamike on Thu, 12 Apr 2007 22:16:18 GMT
<>

I've already cheked this out so what wud i have to install so i can use it to view my server??

Subject: Re: SEye
Posted by jnz on Thu, 12 Apr 2007 22:22:54 GMT
<>

you need to talk to me on msn, transport_tycoon_ at hotmail dot com

Subject: Re: SEye
Posted by jnz on Fri, 13 Apr 2007 15:23:56 GMT
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I'm currently gettting it to read gamelog. but i think this is not going to be possible / very hard.

so, i am going to make the server produce a log. that the SEye can read. I am also going to make the client make a log too, so you can watch it again.

Subject: Re: SEye
Posted by danpaul88 on Fri, 13 Apr 2007 21:19:59 GMT
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gamemodding wrote on Fri, 13 April 2007 16:23I'm currently gettting it to read gamelog. but i think this is not going to be possible / very hard.

so, i am going to make the server produce a log. that the SEye can read. I am also going to make the client make a log too, so you can watch it again.

Err, sorry to ask, but what's wrong with reading the gamelog? As long as SSAOW / SSGM is setup to archive each maps logfile to a separate file (the option was originally intended for renhawk) I don't see what the problem is...

It seems pointless creating yet more logs...

Subject: Re: SEye
Posted by jnz on Fri, 13 Apr 2007 22:41:23 GMT
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SEye uses data that isn't provided in there, i could change it to use whats given. that would be hard work.

I found a way to make SEye export images.

Enjoy! http://www.dansprojects.com/Seye/Seye.zip

File Attachments
1) 23-28-33.png, downloaded 246 times

2) 23-29-41.png, downloaded 242 times

3) 23-30-22.png, downloaded 214 times

4) 23-30-46.png, downloaded 216 times

5) 23-33-33.png, downloaded 211 times

6) 23-34-24.png, downloaded 208 times

---

7) 23-35-53.png, downloaded 220 times

Subject: Re: SEye
Posted by Cat998 on Sat, 14 Apr 2007 13:06:08 GMT
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gamemodding wrote on Sat, 14 April 2007 00:41SEye uses data that isn't provided in there

And that is ?

Subject: Re: SEye
Posted by jnz on Sat, 14 Apr 2007 13:15:36 GMT
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things like player ids, player health percentage (this can be worked out from the info, i know).
translated preset names, game name, map name. some others...

I just added a shadow to the text, it makes it look *A lot* more readable.

---

btw. is it possible to make thumnails as the pictures? or do i have to make them myself?

File Attachments

Subject: Re: SEye
Posted by jnz on Sat, 14 Apr 2007 14:09:56 GMT
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Just wanted to show everyone this, its not really important but i am pretty pleased with the effect.

(i couldn't edit my post)

File Attachments

Subject: Re: SEye
Posted by jnz on Sun, 15 Apr 2007 04:19:17 GMT
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Finally, just 5 mins ago. i figured out how to get stuff to rotate. Although, the offsets in this picture are not right. its nothing to worry about, it can be fixed, but it has to be done for every map.

File Attachments
1) 5-16-47.png, downloaded 629 times

Subject: Re: SEye
Posted by Dave Anderson on Tue, 17 Apr 2007 01:07:04 GMT
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Here you go folks: http://www.dcomproductions.net/prod_seye.php

Check back there for links to new releases and news. You can also reach this page via the left navigation panel under the projects category.

Subject: Re: SEye
Posted by SeargentSarg on Tue, 17 Apr 2007 02:21:44 GMT
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Beautiful job, well done Dave

Subject: Re: SEye
Posted by Sir Kane on Tue, 17 Apr 2007 22:48:50 GMT
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The canyon image appears flipped on the X axis.

Subject: Re: SEye
Posted by jnz on Wed, 18 Apr 2007 06:26:54 GMT
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It is, alot of the maps will apear flipped on both the X and Y axis.

SEye server is down atm, i don't know when it will be back up.

Subject: Re: SEye
Posted by danpaul88 on Wed, 18 Apr 2007 08:22:00 GMT
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gamemodding wrote on Sat, 14 April 2007 14:15things like player ids, player health percentage (this can be worked out from the info, i know). translated preset names, game name, map name. some others...

Coming back to this point a minute, the option to archive logfiles saves them in a file beginning with the name of the map. EG: Gamelog_C&C_Canyon_<Date>.txt or something like that. Just FYI.

Subject: Re: SEye
Posted by jnz on Wed, 18 Apr 2007 16:23:43 GMT
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The most critical thing is the player ID, instead, all i got is the object ID. While yes, i can use it, it just makes everything 10x harder because i already to programmed the paint event to draw player IDs not object IDs.

Subject: Re: SEye
Posted by danpaul88 on Wed, 18 Apr 2007 16:29:37 GMT
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IIRC there is a function which converts object ID's to player ID's really easily.

Just looked in one of my script files;

int playerID = Get_Player_ID (Commands->Find_Object (objID));

So if you ever add support for gamelog reading in future, that will solve the objid / playerid mismatch.

Subject: Re: SEye
Posted by jnz on Wed, 18 Apr 2007 16:30:26 GMT
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I don't have that it gamelog, or SEye.

Subject: Re: SEye
Posted by danpaul88 on Wed, 18 Apr 2007 16:31:54 GMT
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Sorry, forgot it's not built into the scripts.dll... stupid suggestion after all

---

Subject: Re: SEye
Posted by jnz on Wed, 18 Apr 2007 16:34:43 GMT
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Although, the only reason it uses the player ID is so when the player dies (or is destroyed) the ID doesn't change. This is logged in gamelog, so i suppose... but i would have to rewrite the player part of the paint event and the player part in scripts.dll to match the vehicles and buildings. give me about an hour and ill see what i can do.

EDIT: Merovingian did 3 more maps last night, replacing my crappy field.mix. the total map list that now works are:

Islands
Hourglass
Field
Complex
City_Flying
City
Canyon

Subject: Re: SEye

Posted by jnz on Wed, 18 Apr 2007 17:29:09 GMT
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Can someone estimate a general size for the gamelog? i was pretty much going to load it straight into memory and read it like that.

I will for now, although if i get a bad responce i will change it. Loading it into the memory just makes it easier for me.

Subject: Re: SEye
Posted by danpaul88 on Wed, 18 Apr 2007 19:27:52 GMT
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Erm... gamelogs can be around the 100mb mark depending on the size of the server, it might be better to parse it line by line..

Perhaps run through about 20 seconds worth of data, then pause until the animation catches up to about 1 second behind and scan ahead another 20 seconds, so you are always between 1 and 20 seconds ahead of the animation.

Another possibility is having some kind of application to remove redundant data from the gamelog and save it to a new file. For example, if you 5 position lines for a player and their health stats didnt change on any of those lines you could remove the data and have it programmed to use the last data read in. That way you only read data which has actually changed since the last data.

So the lines

Quote:[17:20:28] POS;SOLDIER;1500000210;CnC_GDI_MiniGunner_0;67;-63;0;0;100;100
[17:20:29] POS;SOLDIER;1500000210;CnC_GDI_MiniGunner_0;68;-64;0;0;100;100
[17:20:30] POS;SOLDIER;1500000210;CnC_GDI_MiniGunner_0;69;-65;0;0;100;100
[17:20:31] POS;SOLDIER;1500000210;CnC_GDI_MiniGunner_0;70;-66;0;0;99;55
[17:20:32] POS;SOLDIER;1500000210;CnC_GDI_MiniGunner_0;71;-67;0;0;99;55

might become

Quote:[17:20:28] POS;SOLDIER;1500000210;CnC_GDI_MiniGunner_0;67;-63;0;0;100;100
[17:20:29] POS;SOLDIER;1500000210;;68;-64;;;;
[17:20:30] POS;SOLDIER;1500000210;;69;-65;;;;
[17:20:31] POS;SOLDIER;1500000210;;70;-66;;;;99;55
[17:20:32] POS;SOLDIER;1500000210;;71;-67;;;;

That way you could get some level of compression on the file sizes. Also since the object ID always refers to the same object you could remove the SOLDIER part as soon as it's been

associated with the ID by the CREATED event...

Subject: Re: SEye
Posted by Genesis2001 on Wed, 18 Apr 2007 19:32:31 GMT
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/me grabs some Asprin and tries to understand what dp said...

:S lol Yea, the above statement describes me as I was reading danpaul's post...

Subject: Re: SEye
Posted by jnz on Wed, 18 Apr 2007 20:19:52 GMT
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I had a fealing it was a bad idea.

The ways SEye works, it has a timer that updates the field every 100 milliseconds. All it does is invalidate the frame the main field is in, this causes the program to redraw it. In the paint event, it reads from 3 arrays, building, players, and vehicles. and displays the info, so it is all seperate.

Now, by reading more data than needed wont affect the CPU usage, unless it is reading from the socket and has to split the data by a delimiter then parse each one. Just one, can cause a "traffic jam" and the whole program will freeze and .NET will shut it down. This will be vary rare and only accour on people with slow internet connections.

I can get it to read gamelogs line by line, it's just like i said, harder. I can get every line of a file into a String array with one function call. No instances needed . In this case, i need to create and instance a read from it.

The harder part i am worried about is the timing, because, if i read it at my own speed it would be going alot faster or slower than it should. My salvation in this is gamelog provides the time that the data was logged, so, i will need to read ahead 1 line, get the time take the current line's time a take away and wait for that amount of time before i progress. Sounds simple, although, i have no idea how i am going to do that yet.

Do you think i should create a "converter" for the gamelogs to make then smaller and easily SEye readable?

Subject: Re: SEye
Posted by danpaul88 on Wed, 18 Apr 2007 22:29:36 GMT
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A converter might be useful for allowing players to download replays etc, as their file size could be reduced by 50% or more...

Anyway, I am sure you will come up with a suitable solution for parsing gamelog files, I was simply offering some thoughts off the top of my head for your consideration

---

Subject: Re: SEye
Posted by jnz on Thu, 19 Apr 2007 20:58:29 GMT
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I'm sorry for the lack of updates, i have been locked out of Matix's box by his side kick David.

Anyways, while i am waiting i created a server (on my computer), i created a player list. It is a check box and pops up a new window. I also added Owner. Dave Anderson created the new logo
 here's some SSs:

File Attachments
1) 21-54-17.png, downloaded 553 times

2) 21-58-58.png, downloaded 563 times

Packets / s : 0

Bytes / s : 0

Game Title : N/A

Game Owner : N/A

A birds eyes view of Command & Conquer Renegade maps in action.

Subject: Re: SEye
Posted by jnz on Fri, 20 Apr 2007 21:47:50 GMT
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I changed the form a little bit, so now you can resize it without affecting the positions of the players on the map. Matix also reset my password, so i can hand out this release.

http://www.dansprojects.com/Seye/Seye.zip

If it connects, but doesn't show anything try reconnecting or try later.

Subject: Re: SEye
Posted by jnz on Sat, 21 Apr 2007 09:49:46 GMT
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I have almost finished the server, now anyone can connect (well, 32 people at the same time).

Subject: Re: SEye
Posted by Ryu on Sat, 21 Apr 2007 16:15:37 GMT
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Hehe, Nice to see this project coming along very nicely.

Subject: Re: SEye
Posted by jnz on Sat, 21 Apr 2007 18:59:31 GMT
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2 things.

1) My password got changed to the box again, and my session ended (so the server went down again).
2) The formula was incorrect, when the screen changed the positions on the map went at half the "speed" in relation. With a few changes to it, to include the screens height and width it now works correctly.

I'm going to create a php image script to tell you when the server is up and whatnot.

I gotter reconfigure all the maps as well -.-

Subject: Re: SEye
Posted by jnz on Tue, 24 Apr 2007 23:25:52 GMT
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Updates
1) People now enter and exit vehicles.
2) Adding builings one by one (this is taking hours to do each map).
3) Mouseover on the buildings.

Video: http://www.dansprojects.com/Seye/SEye_MouseOver2/SEye_MouseOver2.html

---

Subject: Re: SEye
Posted by BlueThen on Tue, 24 Apr 2007 23:36:41 GMT
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I found you! You WERE in the moon!

Subject: Re: SEye
Posted by danpaul88 on Wed, 25 Apr 2007 06:38:22 GMT

.... What?

Anyway, keep up the good work

Subject: Re: SEye
Posted by jnz on Wed, 25 Apr 2007 08:47:22 GMT

I was watching bluethen play a game.

Subject: Re: SEye
Posted by Dave Anderson on Thu, 26 Apr 2007 21:33:39 GMT

SEye 0.3.0B has just been released! Get it here!

Remember to use the support forums for help, we need to centralize the discussion on the SEye to a single location.

Subject: Re: SEye
Posted by CFGpower on Tue, 01 May 2007 21:34:38 GMT

where do i must install it ? folder please ?

or readme file ? thanks you

Subject: Re: SEye
Posted by jnz on Tue, 01 May 2007 22:14:32 GMT

Install it wherever you want, it should create a shortcut on your desktop.

The server is down, i'm not sure when it will go back up.

Subject: Re: SEye
Posted by songokuk on Wed, 02 May 2007 10:35:19 GMT

---

if you want a popular server to test it on if u havent got one already, give me a shout. (Goku's / EKT Marathon Server)

you can grab me on IRC @ irc.elitekamikazeteam.com

Goku

Subject: Re: SEye
Posted by jnz on Wed, 02 May 2007 16:39:52 GMT
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Will do, thanks. At the moment though, the server it too unstable run on a server with 3+ players on it. I'm still waiting for a crashdump from somebody so i can fix it.

Subject: Re: SEye
Posted by CarrierII on Wed, 02 May 2007 17:40:30 GMT
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<off topic>
Thank you for quoting my interesting Windows dilema...
</off topic>

Crash dumps eh?
hmm, I'll grab some Ren friends and run a local copy of the FDS with Seye for you, see what happens.

This PC has issues with .Net framework, so I can't do anything. :s

---

Subject: Re: SEye
Posted by jnz on Wed, 02 May 2007 18:11:39 GMT
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Thank you! Can you talk to me on MSN?

transport_tycoon_ at hotmail.com.

Subject: Re: SEye
Posted by CarrierII on Wed, 02 May 2007 18:26:09 GMT
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Liek, right now? Sure.