Subject: SEye 0.3.0B
Posted by jnz on Thu, 26 Apr 2007 21:06:19 GMT
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Some of the buildings are a little "crude", but it does take along time to add each one. With this release i just want to test the server.

To install, unzip everything to a folder. Do *NOT* edit SEye.ini. Unless you actually know what you are editing, the only person that does is me atm.

To connect, run the SEye binary. Go to File->Connect, this should automatically connect to my 1player server. If the map doesn't automatically load, just re-try.

Please tell me what you think! (If bad, please constructively).

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

Subject: Re: SEye 0.3.0B
Posted by cmatt42 on Thu, 26 Apr 2007 22:54:28 GMT
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Oh, I didn't realize that this was a BHS product.

Looks neat so far.

Subject: Re: SEye 0.3.0B
Posted by jnz on Thu, 26 Apr 2007 22:59:21 GMT
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It's not, i put it in the wrong forum

Subject: Re: SEye 0.3.0B
Posted by Cat998 on Fri, 27 Apr 2007 07:30:54 GMT
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np, moved to win32 forum

Subject: Re: SEye 0.3.0B
Posted by jnz on Fri, 27 Apr 2007 10:29:44 GMT
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Thanks, just wondering. how long does it take for GetPrivateProfileString to execute? I think this is

---

causing the SEye to use a lot of CPU. I don't see what could be making it use 60+ CPU other than it drawing.

EDIT: BTW, it calls it everytime it draws to the screen (and everytime it needs settings. When i get home today, ill make a class to store the info and see if it makes things faster. If it does, ill have a look into making the charater move smoothy.

Subject: Re: SEye 0.3.0B
Posted by jnz on Fri, 27 Apr 2007 15:37:42 GMT
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I had to take the server down for a while. I'm sorry, it will be back up soon.

Subject: Re: SEye 0.3.0B
Posted by jnz on Fri, 27 Apr 2007 17:57:33 GMT
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SEye now uses *A LOT* less CPU to run. Although, it is still too high and i am working on getting it even lower. So far it uses about 20% CPU, but when you move your mouse over the screen that shoots up to 100%. I know i won't be able to fix that, though.

And i answered my own question. It was the fact it was reading from the ini whenever it needed information. So now, it will update it's information when the map changes and when the ini is overwritten. When i get a few things finished i'll release an installer for it (i know some people have had trouble using it).

The server is very stable, the SEye (server-side) uses virtually no CPU / RAM. It's multi threaded to hopefully optimize it.

Subject: Re: SEye 0.3.0B
Posted by BlueThen on Fri, 27 Apr 2007 21:37:34 GMT
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Quote:Error
A connection attempt failed because the connected party did not properly respond after a period of time, or established connection failed because connected host has failed to respond

---

Subject: Re: SEye 0.3.0B
Posted by Dave Anderson on Fri, 27 Apr 2007 21:52:19 GMT
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bluethen wrote on Fri, 27 April 2007 15:37Quote:Error
A connection attempt failed because the connected party did not properly respond after a period of time, or established connection failed because connected host has failed to respond

Quote:
I had to take the server down for a while. I'm sorry, it will be back up soon.

Smart Bot Tech Support Forum

Subject: Re: SEye 0.3.0B
Posted by BlueThen on Fri, 27 Apr 2007 21:55:49 GMT
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Ah. K then. I registered, but I'm too lazy to verify. :/

Subject: Re: SEye 0.3.0B
Posted by Dave Anderson on Fri, 27 Apr 2007 22:21:47 GMT
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There is no verification. You can just login and post.

Edit: Apparently your account was created when Activation was on and it didn't make your account active when I changed the config of the forums. Your account is active now.

Subject: Re: SEye 0.3.0B
Posted by BlueThen on Fri, 27 Apr 2007 22:38:23 GMT
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Now I'm too lazy to log in.

Subject: Re: SEye 0.3.0B
Posted by jnz on Fri, 27 Apr 2007 23:06:21 GMT
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Server is back up.

Here's an installer, i think a lot of people will have troubles installing a stand-alone version of it.

```
File Attachments
1) SEyeSetup.part1.rar, downloaded 300 times
2) SEyeSetup.part2.rar, downloaded 275 times
```

3) `SEyeSetup.part3.rar`, downloaded 294 times

Subject: Re: SEye 0.3.0B
Posted by BlueThen on Fri, 27 Apr 2007 23:25:18 GMT
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3 installers?

Subject: Re: SEye 0.3.0B
Posted by jnz on Fri, 27 Apr 2007 23:28:47 GMT
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No, a split file. I knew it was a bad idea.

Here's the whole thing: http://www.dansprojects.com/Seye/SEyeSetup.rar

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Subject: Re: SEye 0.3.0B
Posted by slavik262 on Sat, 28 Apr 2007 17:25:09 GMT
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1. In the future, will it be possible to connect to other servers?

2. How do you create gamelogs to view in SEye?

Subject: Re: SEye 0.3.0B
Posted by jnz on Sat, 28 Apr 2007 19:01:30 GMT
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1) When the server is finished, you will be able to connect to servers running the SEye server.

2) Gamelogs will be viewable, but thats not implemented yet.

Subject: Re: SEye 0.3.0B
Posted by BlueThen on Sat, 28 Apr 2007 19:59:08 GMT
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1. What will be the settings and their options?
2. Is it possible to set a password to keep people from viewing your server through seye?

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3. Do people connect through specifying a ip or a username...?

Subject: Re: SEye 0.3.0B
Posted by jnz on Sat, 28 Apr 2007 20:03:44 GMT
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1) Stuff to say how things will be drawn etc...
2) Yes, this will default to the server's password.
3) People connect through specifying ip + port.

Subject: Re: SEye 0.3.0B
Posted by BlueThen on Sat, 28 Apr 2007 20:05:12 GMT
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Cool. One more question: Will it be attached to the fds (where the fds and this is all one window),
or could it be possible to set it to open automatically when fds opens?

Edit: It'd be neat to operate through the SEye because you can select a player and have a handy
ban button in a toolbar.

Subject: Re: SEye 0.3.0B
Posted by jnz on Sat, 28 Apr 2007 20:12:03 GMT
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You're going a little bit into my secret feature. Yes, it is possible to make it start when the FDS
starts. Although, there isn't much point really.

Subject: Re: SEye 0.3.0B
Posted by BlueThen on Sun, 29 Apr 2007 22:11:18 GMT
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For the lazy people.

Subject: Re: SEye 0.3.0B
Posted by trooprm02 on Sun, 29 Apr 2007 22:27:03 GMT
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bug: periodiactly crashes the server when 3+ players are in the server, happens more often when
it a map not loaded in Seye

Subject: Re: SEye 0.3.0B
Posted by jnz on Sun, 29 Apr 2007 22:59:56 GMT
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Do you have a crashdump?