I have been working on the IRC part for a bit and deicded to impliment another class into Sbot. This just stores infomation, for any programing nubs out there.

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

```
ref class GameInfo
{
public:
 String ^MapName;
 double TimeRemaining;
 int PlayerCount;
 int NodPlayerCount;
 int GDIPlayerCount;
 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_Soliders;
 String ^ Can_GDI_Generate_Soliders;
};
```

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 miniuts. 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 2024 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
```