Subject: Re: Introduction to the SSGM 4.0 TCP Logging System
Posted by reborn on Wed, 18 Aug 2010 07:28:19 GMT

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Ethenal wrote on Tue, 17 August 2010 20:20So if I'm reading correctly, some logs will still be written to disk (renlog), but now the SSGM and gamelogs? If so, I understand why, but that'll break all the older bots and I don't foresee any up-to-date replacements appearing. However, I imagine it wouldn't take too long to add the code for logging it to disk again so I suppose that doesn't really matter.

Either way, great job! Some places have used a system like this before and it has actually made a significant difference. So hopefully we'll see some improvements in lag.

P.S. Is it just me who cringes at halo's posts?

I did this for the APB server and thought it would take Oxi ages to re-write the bot to manage this new method. He was done in less than an hour. I do not know which languages other bots are written in, but PERL is extremely easy to open up and start receiving TCP connections (or infact any socket).

The main bulk of functions in the renegade bots are to process the data they are reading, the functions to read the data make up very little of the bot itself.