winBOLO LOGVIEWER

Manual

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Version: 1.00

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1 Using Log Viewer

The WinBolo log viewer is a tool that can be used to replay WinBolo log files. A Win Bolo log file is a recording of a WinBolo game. It shows everything that happens in the the game and allows player to view anywhere on the map at once rather then only the immediate area around their tank and pillboxes. Players will be able to study other players to improve their own game play.

Opening Log Fie

To open a log file select Open from the file menu. Using the standard windows file selection process select the WinBolo log file you wish to view.

Changing View

It is possible to navigate around the map inside the Log Viewer in two ways. The first is using the arrow keys. This will move the screen one map square in the direction of the arrow. Arrow keys can be held down. The second way is by right mouse clicking anywhere on the map. This will centre the map view where the mouse was clicked.

Modes

Log Viewer has two left click mouse button modes. In item select mode any pillbox or base selected will display their information in the item information window. For more information on what is displayed please see section 2.1.5. In team selection mode left clicking on a base/pillbox or tank will make the owner of the base/pillbox the currently selected team, making this team and its allies green. This is used when team colour mode is not selected.

Team Colours

WinBolo only has three sides. Allied, Neutral and Enemy. In WinBolo allied items are green, enemy items are red and neutral bases are yellow and pillboxes are red. To make viewing log files easier for team colours are used by default. Each player will have their own colour and items they own will be that colour as well. This makes it easier to see which pillboxes and bases are owned by which player. In WinBolo all pillboxes would be red except the current player (or their alliance) When two player are allied items owned by both player will be the same colour.

The WinBolo log viewer has an option to disable team colouring. This allows the traditional colour system to be used, the selected player will be shown in gray, their bases and pillboxes and allies in green and all other items in red. This colouring is done identically to WinBolo.

1.1 Where can I download log files?

Game log files are created by dedicated servers. The server administrator must have enabled game logging in order for the log file to be recorded. If a server is reporting to winbolo.net then at the end of the game the log file will be automatically uploaded to www.winbolo.net. From winbolo.net the log file can be downloaded from the archived game information page for a limited time. Games can also be commented upon.

Server administrators can optionally choose not to upload log files to winbolo.net
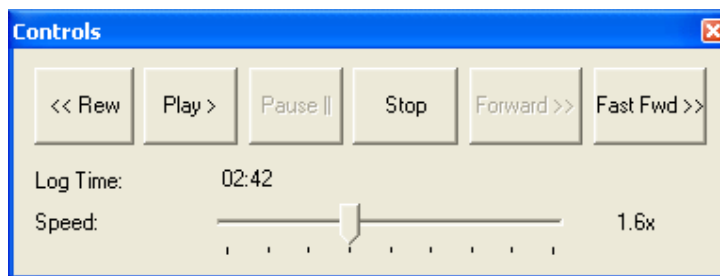
2   Reference

2.1 Windows

2.1.1   Main Window

For information on the main window see section 2: Using Log Viewer

2.1.2   Controls

The log viewer control window is used to control playback of log files. It contains typical movie player controls.

Rew: Jump backwards in the log file.

Play: Play the log file.

Pause: Pause the log file.

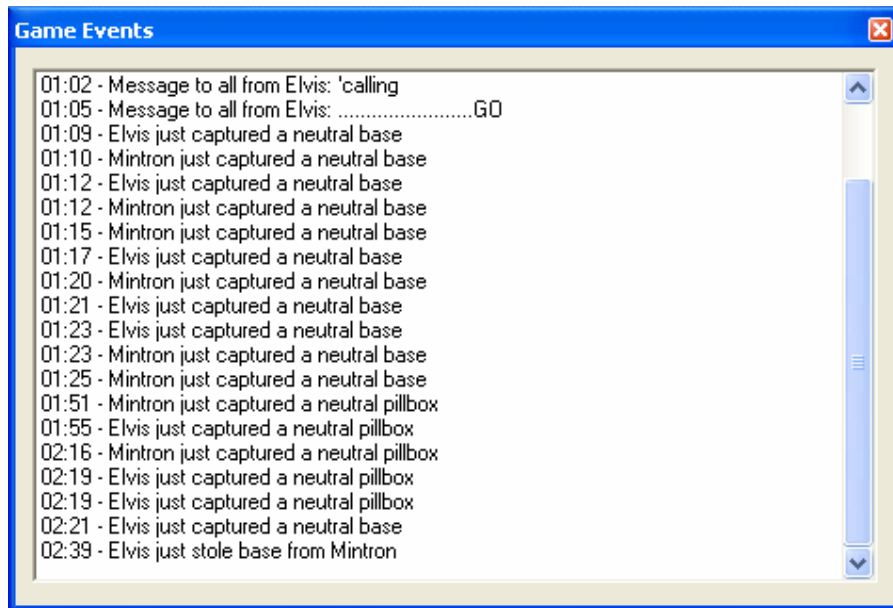**Stop:** Stops and closes the log file.

Forward: Increases the playback speed of the game whilst the button is pressed.

Fast Fwd: Jumps forward in the log file.

The log time displays the current playback position time in the log file and the speed slider allows the increase of playback speed of the log file. Older computers may need to increase the playback speed to increase performance.

2.1.3   Game Events

The game events window displays the list of game actions that occur in the game like the newswire does in WinBolo. It timestamps each activity and allows copying the text out by right clicking on the window.

2.1.4   Game Information

The game information window details the information about the game settings that has been logged.

Map Name: Name of map file that was played..
Version: Game version that was logged.
Game Type: The game type setup. Open/Tournament or Strict Tournament
Hidden Mines: Whether hidden mines have been enabled..
Computer Tanks Allowed: Whether computer tanks were allowed in the recorded game.

WinBolo.net Game ID: The Game ID from winbolo.net if the server participated. The game id is clickable to take you directly to the game page.

Game Time Limit: Time limit of the game. Counts down till the game ends or is set to Unlimited.

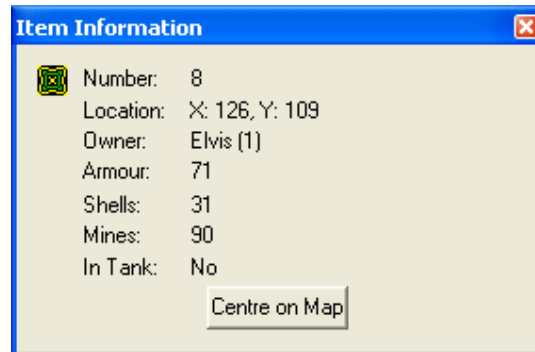**Game Start Delay:** Whilst the game start delay is counting down the time remaining will be displayed.

Number of players: The number of players currently in the the game.

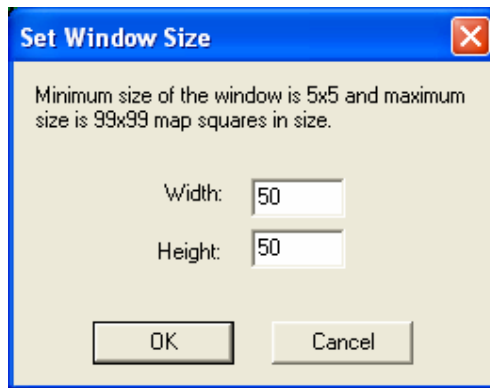**Game Start Time:** The game starting time.

2.1.5   Item Information

The item information window displays information about the currently selected item including item position, location, owner, amount of resources and armour.

To change which item is selected left click on the pillbox or base you wish to select.. Make sure the Mode option in the Options menu is set to Information.
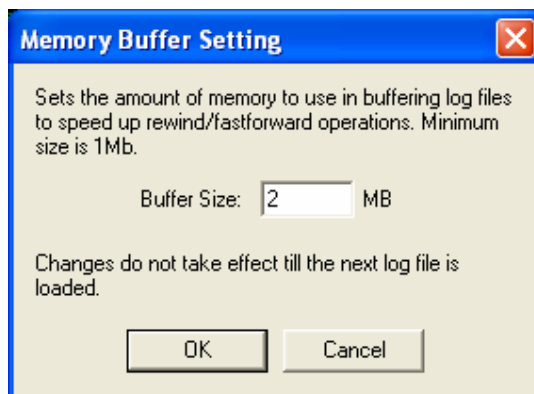
2.1.6   Window Size

The window size dialog is used to set the window size of the main viewing area.

2.1.7   Memory Buffer

The memory buffer window allows users to set the amount of memory for caching log files. The cache is used for storing the uncompressed log files in memory allowing quicker fast forwarding and rewinding.

2.1.8   Team Colours

The team colours window allows users to define which colour each team will be displayed in when the use team colours option is selected from the options menu.

2.2 Menus

2.2.1   File

Open	Opens a log file for viewing.
Save Map	Saves a copy of the current map in its current state to your computer. Optionally can save base/pill ownerships.
Exit	Quits the program.

2.2.2   Action

Play	Starts playing the log file back.
Pause	Pauses the current playing log file.
Stop	Stops and closes the current log file.
Fast Forward	Jump forward in the log file.
Rewind	Jumps backwards in the log file.

2.2.3   Options

Mode – Information Select	When enabled left clicking on a base or pillbox will display its information in the item information window.
Mode – Select Team	When not in team colour mode select which player you will be viewing from. Also used to select which tank to follow when tank centred mode is used.
Use Team Colours	When enabled team colouring will be displayed.
Tank Centered	When selected always keeps the selected tank on screen.
Sound Effects	Enables playback of sound effects.
DNS Lookups	Enables looking up of player IP addresses into DNS names.
Window Size	Setups up log file viewing area
Memory Buffer	Sets up memory buffer sizing.
Team Colours	Sets up team colours.

2.2.4   Window

Controls	Show//Hide the control window.
Events	Show/Hide the game event window.
Game Information	Show/Hides the game information window.
Item Information	Show/Hides selected item information window.

2.2.5   Help

Help	Displays the WinBolo Log Viewer manual.
About	Displays WinBolo's copyright and shareware information.

2.3 Improving Performance

To improve performance of Log Viewer:

1. Close unused applications

2. Reduce the window screen size from the options menu.

3. Increase the memory buffer size (if rewinding/fast forwarding lots)

4. Increase playback speed using the time speed slider in the controls window.

5. Hold fast forward down in addition to setting the time slider to maximum.

2.4 Known Issues

Performance is dependant upon hardware. The larger the window size the more hardware is required to run at an acceptable performance. Try making the window smaller if performance degrades.

2.5 Future Plans

Future plans for Log Viewer

*   Movie player palette with log file time and progress bar enabling jumping to any point in the log file.

*   Item statuses that show current ownership of all bases/pills and teams. Clickable to bring up item information and go to location of item in the log file.

*   Dynamic Main window resizing without having to go into options to change.

*   User customisable team colours.

*   Full screen mode with greater performance for low end machines.

3   Version History

Version 1.00 (21/4/06)

*   Changed log file extension to wbv.

*   Clear dialogs on log close.

*   Allow opening log file on application start (double clicking log file)

*   Don't allow resizing of the game event information window.

Version 1.00 beta 1 (16/4/06)

*   Initial release