

Re: sending a packet automatically

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 - *Date:* Sun, 21 May 2006 17:57:37 +0100
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So there is no other smarter way? Thought maybe there was something built into the socket class that i was unaware of. Cool i'll use a flag then.

"Daniel" <DanielV@xxxxxxxxxxxxxxxxxxx> wrote in message
<news:OXaRszDfGHA.1276@xxxxxxxxxxxxxxxxxxxxxxxxxxx>

Hey guys

i have a game which runs on an infinite loop as games do. During this loop updates are made to player movement and so forth.

My problem is that i have a checkbox that when clicked automatically does the next players move for them. However to do it manually you click a abutton and on clicking it sends the command over the network to the server and back.

when i do it automatically due to the loop it can send the packet say 6 times or more before being retrieved.

So my question is, how do you ensure that one paket is sent and no others from that client until that packet returns? Or is the best way to have the server ignore duplicate packets so they still get sent just nothing happens from them.

Thanks