Framerate slowing down with very simple program

Posted by Jeff - 2008/08/28 21:55

Here is a program I wrote:

```
extern void object::test()
{
....object item;
....while(true)
....{
........item=radar(WheeledShooter);
........turn(direction(item.position));
........if (this.category == AlienAnt && distance(this.position,item.position) < 12)
........{
............fire(item.position);
........}
....}
}
```

When I run it in CeeBot, the framerate drops dramatically; the program just gets slow. Where is the problem?

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Re:Framerate slowing down with very simple program

Posted by OttoDeveloper - 2008/08/28 22:45

At each frame, this program will be repeated indefinitely, until the maximum limit of intructions per frame (5000) is reached. At the end of the while loop, just add wait(0.01), and the problem is solved. After each control loop, there should be a small wait() in order to allow CeeBot to get to the next frame.

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