

MatchRoundEvent

Events used in MatchBot to log points of interest during a match round. Stored as an array of events. Event structure is detailed below.

EventTypes

Kill: 1

Kill event logged after MatchBot received a PlayerDeath event.

```
[$timestamp, $eventId, $userIdKiller, $userIdKilled, $shipKiller, $shipKilled]
```

Note: This info can also be obtained from the death event. Can be ignored.

Death: 2

Death event logged after MatchBot received a PlayerDeath event. Includes fired weapons and items up to the moment of the event. Also includes positional data from all players on the field at the moment of the event.

```
[$timestamp, $eventId, $userIdKilled, $userIdKiller, $shipKilled, $shipKiller, $posXKilled, $posYKilled, $posXKiller, $posYKiller, $bulletsFired, $bombsFired, $minesFired, $burstsFired, $repelsFired, $playerPositions]
```

Sub: 3

Substitution event logged after a player was substituted by another player. Includes lives remaining for the player that's subbed in.

```
[$timestamp, $eventId, $userIdSubbed, $userIdAdded, $remainingLives]
```

Add: 4

Add event logged after a player was added to the game.

```
[$timestamp, $eventId, $userId, $ship]
```

Switch: 5

Switch event logged after a player was switched with another player.

```
[$timestamp, $eventId, $userId1, $userId2]
```

Lagout: 6

Lag out event logged after a player lagged out. Includes disconnect boolean to differentiate between lag out to spec and disconnects.

```
[$timestamp, $eventId, $userId, $outOfArena]
```

Lagin: 7

Lag in event logged after a player returned to play.

```
[$timestamp, $eventId, $userId]
```

Eliminated: 8

Elimination event logged after a player was eliminated from the game. Includes the reason how the player was eliminated.

```
[$timestamp, $eventId, $userIdEliminated, $userIdKiller, $reasonKnockout]
```

Note: This event is logged in addition to the kill and death event.

Knockout reasons

List of reasons of elimination.

- normal: 20
- teamkill: 21
- lagout: 22
- disconnect: 23
- out of bounds: 24

Round start: 9

Round start event logged at the start of the round to mark the beginning of the round.

```
[$timestamp, $eventId]
```

Round end: 10

Round end event logged at the end of the round to mark the end of the round.

```
[$timestamp, $eventId]
```

Flag touch: 11

Flag touch event logged after a player has touched the flag. Can be used to determine who has flag possession at a moment in time.

```
[$timestamp, $eventId, $team, $userId]
```

Out of bounds: 12

Out of bounds event logged after a player didn't enter the play area in time or left the play area after entering the play area.

```
[$timestamp, $eventId, $userId]
```

Legend

Description of some of the data logged.

`$timestamp`: Time in ms since epoch.

`$eventId`: Index of event.

`$userId`: User index as stored in the database. Can be used to link event to a player.

`$ship`: Ship number from 1 to 8.

`$pos`: [X|Y] coordinate position on the map in pixels. Relative to the top left corner.

`$playerPositions`: [`$userId`, `$posX`, `$posY`]: Array with player positions excluding the killer and killee.

`outOfArena`: 1 if player disconnected, 0 if player lagged out to the spectator frequency.