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Thread: [Factorio Game Clone in .Net \[Alpha Stage\]](#)

Barret - March 15, 2018, 3:12 pm

This is an attempt to create a Factorio-like game clone in .net, its very simple using nodes and vector velocity with friction for animated transport of items.

Current implemented machines

- Buyer
- Creator
- Conveyor
- Splitter
- Recycler
- Selector

UI Controls

- Right click opens menu
- 'Q' rotates object clockwise
- Control+S will save the current

As always, i share everything so you can have a play with the source :)

Github: <https://github.com/TheBarret/Factory.Net>

Dredd - March 15, 2018, 4:43 pm

Awesome bit of work well done bud

Barret - March 17, 2018, 9:56 am

Updated the game

Changelog:

- Reorganizing of the code
- Save & load ability
- Added new textures

Ninja - March 17, 2018, 4:13 pm

Can some mod lock this retarded thread. this is bullshit.

SIM-1847363 - March 19, 2018, 4:42 pm

This is so cool. I'm going to look over your rendering engine. Nice work my bud.

Edit: You used the same approach to me. CPU rendering using GDI and controls to draw over it, which is nice to see, but I would except GPU rendering since your the super smart Barret, are you going to add BufferedGraphics?

Barret - March 19, 2018, 6:46 pm

(Mar 19, 2018 04:42 PM)Kevin. Wrote: [\[CITE\]](#) This is so cool. I'm going to look over your rendering engine. Nice work my bud.

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You flatter me but im not that person you describe lad. I just do from what i know, this is prolly not the best way.

Was merely an attempt to replicate the game model of factorio (or assembly line game on the android platform), i have this thing for simulation games, i just like them.

NitroSmily - March 19, 2018, 7:04 pm

(Mar 17, 2018 04:13 PM)Ninja Wrote: [\[CITE\]](#) Can some mod lock this retarded thread. this is bullshit. Explain why this is a retarded and bullshit please? Don't shitpost!

Great work, gonna try to understand ur rendering clock a bit more. Been trying to make small simple games, but the smoothing has always been a stopping point and keeping me unsatisfied

Barret - March 19, 2018, 7:20 pm

(Mar 19, 2018 07:04 PM)NitroSmily Wrote: [\[CITE\]](#) Explain why this is a retarded and bullshit please? Don't shitpost!

Great work, gonna try to understand ur rendering clock a bit more. Been trying to make small simple games, but the smoothing has always been a stopping point and keeping me unsatisfied

Its not that hard, its a single thread that is dedicated to the render/update code

You have two global variables in that class that contain the frames per second and elapsed time.

Code Public Property Rate As Integer

Public Property Elapsed As Integer

And then in your worker routine which the thread is doing its loops, you implement this piece that only triggers when the elapsed time is equal or greater then

the rate divided by 1000 ticks (assuming that 1000 ticks = 1 sec, am i right on this? correct me if im wrong)

Code If ((Environment.TickCount - Me.Elapsed) >= (1000 / Me.Rate)) Then

'...do rendering

Me.Elapsed = Environment.TickCount

End If

This way the Rate variable dictates the frames per seconds, so if u make this 30 or 60 it is roughly that number, never exact more like 29 or 59.