Configuration

A config file can take many parameters (options), some required but most optional.

All parameters must be of the format: "[Param Name]": [$Value$],

Required

- "name": any text
  - identifier for the game, R6Analyser will default to saving to "saves/[name].xlsx"
- "game_type": "comp", "scrim", "ranked", "standard", "custom"
  - custom is for games with custom settings different to the defaults. See Custom game type options section.
- "spectator": true, false
  - Is the images being analysed from the perspective of a spectator
- "capture": sub-config
  - See capture sub-config section

Recommended

The "team0" and "team1" parameters are recommended to maximise the accuracy of R6Analyser, otherwise the program will infer all IGNs with a degree of error.

R6Analyser considers Your team to be team0 and the opponents team1; or the left team to be team0 if in spectator mode.

You can also provide the IGNs for a single team, and the program will infer the IGNs of the other team. (You can actually provide any combination of players for both team0 and team1).

- "team0" & "team1": [5 IGNS]
  - E.g. ["Samba", "Shaiiko", "Beaulo", "Spoit", "Pengu"]
- "last_winner": 0, 1   (team number, left/right, yours/opps)
  - R6Analyser cannot determine the winner of the final round (yet!)
  - If you know the result of the last round beforehand, add this option
  - Otherwise, the program will ask for the final round result as a prompt in the cmd.

Capture Sub-Config

The capture parameter is the most important one as it defined where R6Analyser will look at when extracting info.

- "mode": "screenshot", "videofile", "youtube"
  - Videofile mode must have param "file"
  - Youtube mode must have param "url"
- "file": "[path to file on computer]"
  - Can be relative or absolute paths
- "url": "[hyperlink to video]"
- "regions": Sub-config
  - See regions sub-config section
- "start": "mm:ss", "hh:mm:ss"
  - Timestamp for when R6Analyser should start extracting for modes: videofile and youtube

Regions Sub-Config

The parameters in this sub-config should be defined by the R6Analyser Region Tool.

- "timer": [x, y, width, height]
  - Bounding box of the game timer IN ROUND (in op selection can be in a different location)
- "kf_line": [x, y, width, height]
  - Bounding box of the lowest kill feed line and should extend far enough left to capture the longest possible kill feed line

Save Sub-Config

Parameters below must be in a "save" sub-config.

- "file_type" (xlsx): "xlsx", "json"
- "save_dir" (saves): "[path to destination folder]"
- "path": "[path to destination file]"
  - This option will override the file_type and save_dir depending on the path provided.
  - E.g "C:/Users/userA/Downloads/save-to-here-please.xlsx" will save in xlsx format to this exact path.

Custom Game Type

These options should all be in the main body of the config file (not a sub-config).

- "max_rounds": integer
- "rounds_per_side": integer
- "overtime_rounds": integer
- "defuser_timer": integer (seconds)

(Advanced) Scheduler Sub-Config

The scheduler determines how often information should be extracted from the captured source (in milliseconds).

More frequent schedule will increate the time it takes to analyse an entire game. Less frequent schedule runs the risk of reducing the accuracy of R6Analyser's output.

- "scoreline" (1000)
    - Scheduler only captures these sections at the start of every round.
- "timer" (1000)
- "killfeed" (500)

(Advanced) Regions Sub-Config Parameters

- "num_kf_lines" (3): integer
    - Number of kill feed lines to read
- "kf_buf" (4): integer
    - Number of pixels between each kill feed line
- "score_width" (0.45): real number between 0-1
    - Percentage of the width of the timer to extend out to capture the scoreline on either side of the timer region
- "side_width" (0.45): real number between 0-1
    - Percentage of the width of the timer to extend out from the score regions to capture the atk/def side icons
- "t1_offset" (6): integer
    - Team 1 pixel offset to adjust for slightly off-centred scoreline alignment