Subject: Coming soon...BlazeReflector 1.0. FDS logfile over TCP/IP.
Posted by Blazer on Mon, 12 Apr 2004 09:52:16 GMT

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Yes thats right. I figured it wasn't quite confusing enough that BlazeRotate, BlazeRegulator, BlazeRenbot, are all called "BR" so I decided to make another "BR" application!

BlazeReflector is a Renegade FDS app that broadcasts the FDS logfile over a TCPIP port. This allows remote programs to have access to the FDS logfile. I actually created this program because a form of it will be used with the upcoming release of TSR (TeamSpeak Regulator). I realized that not ever server admin runs the teamspeak server on the same box as the FDS, so TSR needs some way to see the renegade logfile. TSR will actually employ zip compression for the logfile link to save bandwidth..but I digress...on with a demonstration of BlazeReflector:

C:\> telnet fdshost.com 12345

BlazeReflector 1.0 - Authorized Users Only, All Activity Logged.
>jackin pass

Login Successful!

_____ COMMAND MENU _____
redpill : Turn FDS log on
bluepill : Turn FDS log off
jackout : Disconnect from BlazeReflector

>redpill
FDS log reflection is now ON. Let's see how deep the rabbit hole goes
FDS: [02:28] Host: (BlaZzZzzer@IRC): test
FDS: [02:28] imaclever: usually sbh steal vehicles not shoot them when theyre in the base
FDS: [02:28] Player testguy left the game.
>bluepill
FDS log reflection terminated.
>heh
Invalid Command...a glitch in the Matrix?
>whee
Invalid Command...a glitch in the Matrix?
>blah
Invalid Command...a glitch in the Matrix?
>meh
Invalid Command...a glitch in the Matrix?
>blah
Invalid Command...a glitch in the Matrix?
5 Invalid commands. Alerting the Sentinels!
Terminating your connection.
Connection to host lost.

As you can see, BlazeReflector reflects(broadcasts) the log to anyone who is authenticated and turns logging on. It supports multiple connections so you can have 5 apps or persons connected to it all seeing the logfile. Depending on what people want, I can turn this into almost anything. The first version of it I made was more like a chat server, the people logged in could talk to each other like IRC. I don't see any real need for that though, so I am releasing it as simple as possible. FDS logfile broadcast over a TCP/IP port.

I just made it this weekend, so I have to optimize the code, add logging, and write a readme before I release it.