
Subject: new fds bot, c++ php, perl

Posted by [jnz](#) on Mon, 10 Jul 2006 02:28:02 GMT

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hi,

i can script in c++, perl, and php (perl and php are basicly the same)

i need to know had to communicate with irc and fds i know that fds uses a loopback ip address for admins, but how would i use that with my bot? also how do i communicate with irc. i don't know how to use functions in a dll. because usually you don't get a readme. what variables would there be? for team chat public chat etc...

eg if somone types in public chat: "hello"

would there be a variable with player name and hello in it?

lastly what language would you suggest? i dont know how to compile perl/php into a exe.

thanks, dan.

Subject: Re: new fds bot, c++ php, perl

Posted by [Goztow](#) on Mon, 10 Jul 2006 06:30:34 GMT

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I'm sure you're full of good will but to be honest: we already have a lot of regulators.

1. Brenbot, new version 1.43 in development by Packhunter
2. Nightregulator, by Nightma12, updated regulary
3. Cloudy server, by FnFall
4. Several private regulators

There really is no need for yet another one.

You could help with brenbot 1.43 maybe, which is coded in Perl and also allows plugins (in Perl).

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Mon, 10 Jul 2006 11:09:21 GMT

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i know there is many out but, none of these are customizable i want to be able to create my own commands.

ty for replying

dan

Subject: Re: new fds bot, c++ php, perl
Posted by [Goztow](#) on Mon, 10 Jul 2006 11:14:44 GMT
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help-linux wrote on Mon, 10 July 2006 13:09i know there is many out but, none of these are
customizable i want to be able to create my own commands.

ty for replying

dan

Brenbot 1.43 will support plugins, meaning you can add all your own commands and modules. It
uses xhtml to allow you to customise existing commands.

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Mon, 10 Jul 2006 15:29:57 GMT
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how long will it take for brenbot 1.43 to come out, because i cant wait very long. if it is longer than
2 weeks i will write my own.

ty for replying

dan

Subject: Re: new fds bot, c++ php, perl
Posted by [Nightma12](#) on Mon, 10 Jul 2006 16:15:38 GMT
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you can write your own commands in NightRegulator too?

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Mon, 10 Jul 2006 18:03:20 GMT
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i don't know, but i also want this as a project that i will use instead of a calculator or lan message
script. i suppose i only need to know 2 things for it:

- 1)how do i send a msg to fds without using a dll
- 2)how do i get the text from the server to the program again, without using a dll

Subject: Re: new fds bot, c++ php, perl
Posted by [Nightma12](#) on Mon, 10 Jul 2006 18:58:21 GMT

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well if you coded it in NR, to send a message to the FDS you would type:

core.fdsmsg "<message here>"

www.NightRegulator.co.uk

Subject: Re: new fds bot, c++ php, perl

Posted by [Torn](#) on Mon, 10 Jul 2006 20:21:57 GMT

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o the comands ar cool its like !nag and the eve thing wont sais crap and dosnt stop saying crap
LOL

Subject: Re: new fds bot, c++ php, perl

Posted by [Nightma12](#) on Mon, 10 Jul 2006 21:50:12 GMT

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LOL!

!nag_stop

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Tue, 11 Jul 2006 02:52:22 GMT

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lol. i look all over the internet and cannot find any documentation to FDSTalk.dll i have seen in a forum somwhere that i need this dll. i can include dll's to my project but i need a lib to go with it and they are very hard to come-by. i have tryed RenRem, that workes but it outputs too much, i have tryed FDSTalk.exe and that wont work, i have tryed WinRem but that doen't work. what can i do!

Subject: Re: new fds bot, c++ php, perl

Posted by [Goztow](#) on Tue, 11 Jul 2006 07:18:01 GMT

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hint

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Tue, 11 Jul 2006 09:15:22 GMT

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i did search that is why im asking here,believe me i looked for hours

Subject: Re: new fds bot, c++ php, perl
Posted by [dead6re](#) on Tue, 11 Jul 2006 11:09:27 GMT

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I don't think the functions inside FDSTalk.dll are documented. You have to find the old BR.Netsource code to find them.

Subject: Re: new fds bot, c++ php, perl
Posted by [light](#) on Tue, 11 Jul 2006 11:21:11 GMT

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Goztow wrote on Mon, 10 July 2006 18:30

3. Cloudy server, by FnFall

CloudyServ (Not Cloudy server) is not made by FnFall, it was made by CloudyOne and Adad. CloudyOne doesn't work on it anymore however.

FnFall uses it on his servers, so do LTServ and a few other servers.

Subject: Re: new fds bot, c++ php, perl
Posted by [Goztow](#) on Tue, 11 Jul 2006 12:00:14 GMT

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I stand corrected.

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Tue, 11 Jul 2006 14:23:37 GMT

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i am currently looking at winrem and fdstalk.exe i dont know how to get them working they both look like they have executed(worked but ouput nothing) but fds shows nothing. my biggest problem is getting text from fds to the bot.

btw: i will be relesing the code that i make as well as binarys for linux and windows, well documented! so it is easier for others to create their own bot.

as soon as i can get my bot and fds talking it should be easy (for me) from then on. i have already

though of code that i could use.

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Tue, 11 Jul 2006 14:24:57 GMT
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also i will be adding plugin support (perl)

Subject: Re: new fds bot, c++ php, perl
Posted by [Nightma12](#) on Tue, 11 Jul 2006 16:27:08 GMT
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what are you putting in as the parameters for FDSTalk.exe?

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Tue, 11 Jul 2006 17:00:47 GMT
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FDSTalk.exe msg hello Bye! 127.0.0.1 4849 password

btw: this just windows errors, asking me to send a report

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Tue, 11 Jul 2006 17:07:24 GMT
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i just realized after reviewing the readme that you need to put a 0 after the whole command, but is still doent work, bit without errors

EDIT: so i dont double post again i have got it working i just the local port 1234 and it works!

i just need to know how to read from renegade and how to use the functions in Scripts.dll and im on my way!

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Wed, 12 Jul 2006 08:14:01 GMT
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i know now how to listen to renegade dialogue, i just need to know how to use scripts.dll anf thats

it.

ty

dan

Subject: Re: new fds bot, c++ php, perl
Posted by [dead6re](#) on Wed, 12 Jul 2006 09:49:47 GMT
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renlog_<date>.txt

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Wed, 12 Jul 2006 17:37:10 GMT
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dead6rerenlog_<date>.txt

??? do you mean for getting dialogue from renegade? anyway i need live dialogue.

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Fri, 14 Jul 2006 00:21:24 GMT
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wow, 3 days running and no-one has replied to this whole forum.

Subject: Re: new fds bot, c++ php, perl
Posted by [dead6re](#) on Fri, 14 Jul 2006 07:35:59 GMT
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Most regulators read the information the FDS & and SSAOW from the renlog_<date>.txt because that used to be the only way.

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Fri, 14 Jul 2006 13:03:00 GMT
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are there any other ways? what i would prefer is a program would detect output and issues the command in cmd:#

outputprogram > mybot

this way, outputprogram would normally print to the console what has been said in renegade. instead it goes to mybot. but if there is a better way, you are the experts! im not very good at using data streams.

ty, dan

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Sat, 15 Jul 2006 23:16:54 GMT

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i will, use the way you said. but is there a way to "stream" the file to my program or do i just keep reading it in a loop untill it changes?

Subject: Re: new fds bot, c++ php, perl

Posted by [cmatt42](#) on Sun, 16 Jul 2006 04:26:24 GMT

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Holy shit, many double posts.

Subject: Re: new fds bot, c++ php, perl

Posted by [dead6re](#) on Sun, 16 Jul 2006 09:33:18 GMT

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There are two different methods for reading the renlog file.

BRenBot reads the log file be recording the line number that it is on and runs until the EOF. Then it waits a little while and then continues reading the file from the last line number to the EOF.

The other method is to copy the logfile to your Regulator directory and read the logfile.

Copy -> Read -> Wait for Renlog to get some info -> GoTo Start

Subject: Re: new fds bot, c++ php, perl

Posted by [Nightma12](#) on Sun, 16 Jul 2006 13:32:30 GMT

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read entire log file to memory

delete it

parse it....

wait for a new log file to appear

repeat above ^^^

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Sun, 16 Jul 2006 17:32:11 GMT

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thx, i never thought of that. at first i was going to read the file over and over until it changes, but i thought that it will take a lot of processing power for a fast loop like that. the way you said is how i will do it, i will post again when i have some luck.

ty dan.

BTW: i will be crediting all the people that have helped me on this project in the source file and as a hardcoded auto-announce.

you really have helped me a lot.

EDIT: i will be posting some source soon, maybe in 2 weeks. Nightma12 were you really born in 1991? so was i...

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Mon, 17 Jul 2006 20:45:49 GMT

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i have run into another problem, i have programmed my bot so far to get the date, open the file ssaow_<month>-<day>-<year>.txt read it, delete it, print it out. it works when i put the file there myself. but not when i put it in the server dir why is this?

here is some code:

```
bool find_new_text(string &line)
{
    string st;
    string day, mon, year;
    get_date(day, mon, year);
    st.assign("ssaow_" + mon + "-" + day + "-" + year + ".txt");
    ifstream file;
    file.open(st.c_str(), ios::in);
    char buf[50];
    if(file.is_open())
    {
        file.getline(buf, 50);
```

```

line.assign(buf);
file.close();
unlink(st.c_str());
return 1;
}
else
{
    return 0;
}
return 0;

}

void pre_parse()
{
    string find;
    while(1)
    {
        if(find_new_text(find))
        {
            parse(find);
            find.clear();
        }
    }
}

void parse(string line)
{
    stringstream strs;
    int f = 11;
    while(f != line.size())
    {
        strs << line[f++];
    }
    cout << endl << strs.str();
}

```

parse() at the moment removes 11 chars from the beginning of the string and prints it.

pre_parse() is the function called;

the debug error i get is:

Debug Assertion Failed

Program: C:\Westwood\RenegadeFDS\Server\bot.exe

File: .\string

Line: 1508

Expression: string subscript out of range

why would it do this if i create the file manually and it works?

Subject: Re: new fds bot, c++ php, perl

Posted by [Nightma12](#) on Mon, 17 Jul 2006 21:11:34 GMT

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erm, ewww

just run NR and code your own scripts

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Mon, 17 Jul 2006 21:35:38 GMT

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lol, i will figure it out probly to be, somthing small. iv started it now and i don't want to give up.

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Tue, 18 Jul 2006 02:23:28 GMT

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help-linux wrote on Mon, 17 July 2006 21:45

```
bool find_new_text(string &line)
{
    string st;
    string day, mon, year;
    get_date(day, mon, year);
    st.assign("ssaow_"+mon+"-"+day+"-"+year+".txt");
    ifstream file;
    file.open(st.c_str(), ios::in);
    char buf[50];
    if(file.is_open())
    {
        file.getline(buf, 50);
        line.assign(buf);
        file.close();
        if(remove(line.c_str()) == -1)
        {
            cout << "could not delete"; //Changed this
        }
    }
    return 1;
}
```

```

}
else
{
return 0;
}
return 0;

}

void pre_parse()
{
string find;
while(1)
{
if(find_new_text(find))
{
parse(find);
find.clear();
}
}
}

void parse(string line)
{
stringstream strs;
int f = 11;
if(!line.empty()) // added this
{
while(f != line.size())
{
strs << line[f++];
}
}
cout << endl << strs.str();
}

```

it works now, i will be posting code next week i hope!

Subject: Re: new fds bot, c++ php, perl
 Posted by [jnz](#) on Tue, 18 Jul 2006 16:16:44 GMT
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here is a screen shot of it just getting the messages from the server and printing them.

btw sorry about large screen shot.

File Attachments

1) [working.bmp](#), downloaded 217 times

Subject: Re: new fds bot, c++ php, perl

Posted by [Cat998](#) on Tue, 18 Jul 2006 21:34:31 GMT

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help-linux wrote on Tue, 18 July 2006 18:16here is a screen shot of it just getting the messages from the server and printing them.

btw sorry about large screen shot.

Use the jpg format the next time ^^ (compression)

However, logging reading sucks, why reading something from a file

that is already in the memory ?

Download the scripts 2.8 source:

<http://sourceforge.net/projects/rentools>

There is a chathook which allows you to get all the F2/F3 messages

in realtime without any stupid logfile reading.

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Tue, 18 Jul 2006 23:33:07 GMT

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i have the source to and the dll for scripts 2.8 and i cannot find a function/class for this.

i have it working now, but i do want to use a chathook, im not using it if it needs ridiculous pointers and variables to use. i also cannot use it if i have to "fork" the code. (not in the dirty way you are thinking). at the mo i have sounds working and available to download as a beta.

Remember this is only a BETA so it will have bugs. read the readme before using, please.

oh and Nightma12 i used your FDSTalk.exe i have included the readme, but if you don't want me to use it just say!

Download is less than 100kb so please give it a try.

File Attachments

1) [H-L BOT.zip](#), downloaded 162 times

Subject: Re: new fds bot, c++ php, perl

Posted by [Cat998](#) on Wed, 19 Jul 2006 06:02:25 GMT

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It's pretty easy, just create a function in the form

```
void Chat(int ID, int Type, const wchar_t *wc_msg) {  
}
```

Then you need to tell the hook, to call your function everytime

someone sends a message with

```
AddChatHook(Chat);
```

It's the best when you do this in dllmain.cpp for the beginning (isn't nice, but it does what you want).

you maybe do not want to use widecharacter strings (wchar_t), so

you need to convert it to a normal char* string.

```
char str[256];  
wcstombs(str, wc_msg, 256);  
printf("Test: %s\n", str);
```

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Wed, 19 Jul 2006 07:49:08 GMT

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ty for help, but i cannot het it to comple the is a sytax error that i cannot figure out:

error missing ';' before '*' on line xxx

here is that line:

```
GameObject *Get_GameObj(int ID); //convert a player ID into a GameObject
```

Subject: Re: new fds bot, c++ php, perl
Posted by [Cat998](#) on Wed, 19 Jul 2006 09:50:03 GMT
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I need the complete error/building-list.

What Compiler do you use ?

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Wed, 19 Jul 2006 12:04:15 GMT
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i use visual c++ 2005 express edition. th whole error is:

all of the errors are on that line

File Attachments

1) [error.JPG](#), downloaded 523 times

chathook - Visual C++ 2005 Express Edition

File Edit View Project Build Debug Tools Window Community Help

Debug Win32

ormatDate(

Solution Explorer - Solution chathook

(Global Scope)

```
extern int Exe; //0 = game.exe, 1 = server.dat, 2 = RH73 LFDS, 3 =
void InitEngine(); //initialize pointers to engine functions
GameObject *Get_GameObj(int ID); //convert a player ID into a Game
long Get_Player_ID(GameObject *obj); //convert a GameObject into a
const char *Get_Model(GameObject *obj); //get the name of the 3d m
int Get_Object_Type(GameObject *obj); //get the team of an object,
void Set_Object_Type(GameObject *obj, int type); //set the team of
bool Change_Character(GameObject *obj, const char *Preset_Name); //
const char *Get_Player_Name(GameObject *obj); //converts a GameObj
GameObject *Find_Building_By_Team(int Team); //finds the first bui
GameObject *Find_Building_By_Name(int Team, const char *Preset_Nam
void Kill_All_Buildings_By_Team(int Team); //kill all buildings of
void Damage_All_Buildings_By_Team(int Team, float Damage, const char
void Repair_All_Buildings_By_Team(int Team, int ConstructionYardID,
void Repair_All_Static_Vehicles_By_Team(int Team, int Message); //s
GameObject *Find_Smart_Object_By_Team(int Team); //will find the f
GameObject *Find_Object_By_Team(int Team); //will find the first o
GameObject *Find_Non_Player_Object_By_Team(int Team); //will find
GameObject *Find_Object_By_Preset(int Team, const char *Preset_Name
```

Solut... Class... Prop...

Output

Show output from: Build

```
o 2005\projects\chathook\chathook\engine.h(3) : error C2143: syntax error : missing ';' before '*'  
o 2005\projects\chathook\chathook\engine.h(3) : error C4430: missing type specifier - int assumed. Note: Ct  
o 2005\projects\chathook\chathook\engine.h(3) : error C4430: missing type specifier - int assumed. Note: Ct  
o 2005\projects\chathook\chathook\engine.h(4) : error C2065: 'obj' : undeclared identifier  
o 2005\projects\chathook\chathook\engine.h(4) : fatal error C1903: unable to recover from previous error(s)  
aniel\My Documents\Visual Studio 2005\Projects\chathook\chathook\Debug\BuildLog.htm
```

Code Definition Window Call Browser Output

Ready Ln 4

start Renegade Public Foru... chathook - Visual C... Scripts201 chathook

Subject: Re: new fds bot, c++ php, perl
Posted by [Areilius](#) on Wed, 19 Jul 2006 12:55:53 GMT
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About sending commands, I found that using FDSTalk.dll was waay faster than any command line program.
(The WinRem source might be of use there)

Or you can use SSAOW's DDE thingy, which I dont know much about..

But there might an even better way, using scripts.dll.. I dont know because I couldn't call scripts.dll functions with the noob scripting lang I used for my crappy bot

Subject: Re: new fds bot, c++ php, perl
Posted by [Cat998](#) on Wed, 19 Jul 2006 13:04:33 GMT
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help-linux wrote on Wed, 19 July 2006 14:04i use visual c++ 2005 express edition. th whole error is:

all of the errors are on that line

It seems you've download an old version of the scripts source.

Download the latest one (2.8)

Also, be sure you have installed the Microsoft SDK which includes all the windows header files needed to compile it.

Sparkmist wrote on Wed, 19 July 2006 14:55But there might an even better way, using scripts.dll.. I dont know because I couldn't call scripts.dll functions with the noob scripting lang I used for my crappy bot

It's because it isn't possible to call it from outside

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Wed, 19 Jul 2006 16:38:46 GMT
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just checked and i do use scripts.dll 2.8 i installed sdk pagage for my bot(i need windows.h). can you get it to compile?

i also checked out renrem source and it is in basic (or another)language i don't know. i will stick to fdstalk.exe as it is a good program. i checked blaze regulater as well but that is the same.

Subject: Re: new fds bot, c++ php, perl

Posted by [Cat998](#) on Wed, 19 Jul 2006 19:30:50 GMT

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There are no files called jfwh.h, jfwh2.h, jfwh.h3, jfwh4.h, jfwh5.h in scripts 2.8

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Wed, 19 Jul 2006 20:10:35 GMT

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i still get errors when i compile, on every cpp script it is looking for a precompiled header

Subject: Re: new fds bot, c++ php, perl

Posted by [Cat998](#) on Wed, 19 Jul 2006 20:48:46 GMT

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Then turn them off, Project --> Scripts settings --> C/C++, anywhere

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Thu, 20 Jul 2006 00:01:48 GMT

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it wouldn't link. anyway im going to see if i can find or write a lib file because scripts.dll exports all its functions doen't it?

if not, i cannot use it. i will try write my own version of fdstalk.dll

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Sat, 22 Jul 2006 18:36:00 GMT

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i have run into another problem, i need to know weather scripts.dll exports its fucntions and how to include it. and how to get one program to say somthing to another, the way i would do it is this:

in the code of the first program(C++) i would put.

system("program name.exe what you would like to pass to the program");

is there another way. that is as simple as this?

Subject: Re: new fds bot, c++ php, perl

Posted by [Cat998](#) on Sat, 22 Jul 2006 19:53:47 GMT

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nope sorry, you can't call scripts.dll from outside, you need to put your code into the scripts.dll source code.

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Sat, 22 Jul 2006 21:00:51 GMT

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damm! oh well. i will keep trying.

i one more other thing, how do i get ppage working. i dont want to page somone with green text. i want it this way so instead of saying "(aa009: hello this is a page" i want "(host to didaloca) this is a page" i tryed ppage but it doesnt work.

Subject: Re: new fds bot, c++ php, perl

Posted by [Cat998](#) on Sat, 22 Jul 2006 21:50:09 GMT

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ppage <id> <message>

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Sat, 22 Jul 2006 23:12:42 GMT

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ahhhhhhhh, thanks. it works now.

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Sun, 23 Jul 2006 01:02:25 GMT

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new beta is out now.

i have added many improvements. it is now faster.

Please tell me if you find any bugs. it would be much appreciated.

File Attachments

1) [H-L BOT.zip](#), downloaded 185 times

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Sun, 23 Jul 2006 14:01:23 GMT
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one more thing i forgot to mention if you say, hi; hello and hey the server will reply "Hi <player_name>" also i have changed it so it is not case sensitive, eg: i could typ bwhahaha to here the sound i could also type: BwHaHAHa and it would work.

look forward to here some comments!

Subject: Re: new fds bot, c++ php, perl
Posted by [AmunRa](#) on Sat, 29 Jul 2006 13:27:03 GMT
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This game will have long since been dead by the time you make something good out of this. As I said before, I believe you lack the experience to complete a project of this magnitude. It would also be helpful to stop using the shitty express editions of VC++

If anything, you should try coding it in VB, it is significantly easier than using C++ or anything like that. You should have started programming with VB before anything else to begin with anyway.

Subject: Re: new fds bot, c++ php, perl
Posted by [Cat998](#) on Sat, 29 Jul 2006 15:12:13 GMT
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AmunRa wrote on Sat, 29 July 2006 15:27This game will have long since been dead by the time you make something good out of this. As I said before, I believe you lack the experience to complete a project of this magnitude. It would also be helpful to stop using the shitty express editions of VC++

If anything, you should try coding it in VB, it is significantly easier than using C++ or anything like that. You should have started programming with VB before anything else to begin with anyway.

it isn't shit, and VB suckz

Subject: Re: new fds bot, c++ php, perl
Posted by [jnz](#) on Sat, 29 Jul 2006 16:23:00 GMT
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i admit, i don't like VB at all. a tryed to learn it, but in so used to the syntax of perl, php, c++,

javascript, python that i cannot learn it. i have tryed many times.

the bot that i am making has come to a halt because i cannot get scripts.dll to WORK! no one will help me with it. im going to move over to cygwin if it has the windows.h header.

Subject: Re: new fds bot, c++ php, perl

Posted by [AmunRa](#) on Sat, 29 Jul 2006 16:29:14 GMT

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I'm kinda the same way with vb, I'm used to the syntax of it, but C++ sometimes throws me off. I haven't done anything with C++ in a good long time, due to a lack of time to actually do anything. I'm too short on free time

Subject: Re: new fds bot, c++ php, perl

Posted by [Cat998](#) on Sat, 29 Jul 2006 17:30:08 GMT

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help-linux wrote on Sat, 29 July 2006 18:23i admit, i don't like VB at all. a tryed to learn it, but in so used to the syntax of perl, php, c++, javascript, python that i cannot learn it. i have tryed many times.

the bot that i am making has come to a halt because i cannot get scripts.dll to WORK! no one will help me with it. im going to move over to cygwin if it has the windows.h header.

Do you have ICQ or MSN ? then msg me and I'll help you

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Sat, 29 Jul 2006 17:32:43 GMT

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msn, transport_tycoon_@hotmail.com. if i compile it without changing the source it works fine and all the commands are there. but if i compile it with the chathook enabled, FDS ignores it.

Subject: Re: new fds bot, c++ php, perl

Posted by [EvilWhiteDragon](#) on Sun, 30 Jul 2006 13:32:23 GMT

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renlog sucks and is rather slow , you could make some hook in scripts.dll i suppose.

Subject: Re: new fds bot, c++ php, perl

Posted by [jnz](#) on Sun, 30 Jul 2006 21:14:28 GMT

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i have done now, im just having a bit of trouble getting the message out of scripts.dll and into my bot.
