Subject: FDSComm Public Beta
Posted by halo2pac on Sat, 14 Aug 2010 06:16:47 GMT
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FDSComm Public Beta v0.4

TCP Logging and Commanding system for the Renegade FDS.

Hey guys!
I've had this as an internal beta between me and my friends for a while now (bout 7 months) fully
working.

It is a plugin for SSGM that allows you to connect to the Renegade FDS and Send TCP
commands while also allowing you to receive TCP Logs from the FDS.
I compiled a thorough guide and 2 socket bot like examples. Source is closed for now, sorry.

http://www.halo2pac.co.nr/fdscomm/betas/FDSComm%20v0.4b.zip
http://www.halo2pac.co.nr/fdscomm/guide.htm

Edit: This will need Hooks.dll

File Attachments
1) FDSComm.png, downloaded 1085 times

Subject: Re: FDSComm Public Beta
Posted by cnc95fan on Mon, 23 Aug 2010 10:04:50 GMT
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I'll give this a try.
Thanks

Subject: Re: FDSComm Public Beta
Posted by halo2pac on Mon, 23 Aug 2010 22:56:21 GMT
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Beta Testers are highly appreciated

Subject: Re: FDSComm Public Beta
Posted by danpaul88 on Tue, 24 Aug 2010 21:56:31 GMT
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You do realise SSGM 4.0 already includes this don't you? Or at least the logging part anyway...

Subject: Re: FDSComm Public Beta
Posted by halo2pac on Wed, 25 Aug 2010 02:51:57 GMT
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After your post I did, but I've had this as an internal beta for 9 months now completely working without changes. I just wanted to finish my line of products that would go with it... But since you are giving a similar version with 4.0, I might as well just release it.

I believe though, mine has a few more features.

Subject: Re: FDSComm Public Beta
Posted by Xpert on Fri, 27 Aug 2010 08:29:13 GMT
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danpaul88 wrote on Tue, 24 August 2010 17:56You do realise SSGM 4.0 already includes this don't you? Or at least the logging part anyway...

And you do realise this is available and SSGM 4.0 isn't yet ( )

Subject: Re: FDSComm Public Beta
Posted by BlueThen on Fri, 27 Aug 2010 22:50:27 GMT
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Quote:I've had this as an internal beta between me and my friends for a while now (bout 7 months) fully working.

halo2pac wrote on Tue, 24 August 2010 21:51After your post I did, but I've had this as an internal beta for 9 months now completely working without changes.

Subject: Re: FDSComm Public Beta
Posted by halo2pac on Mon, 30 Aug 2010 04:57:27 GMT
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BlueThen wrote on Fri, 27 August 2010 17:50Quote:I've had this as an internal beta between me and my friends for a while now (bout 7 months) fully working.

halo2pac wrote on Tue, 24 August 2010 21:51After your post I did, but I've had this as an internal beta for 9 months now completely working without changes.

I didn't have the attention span to look up the actual dates at the moment but I knew it was over 6 -9.

Guide.htm
Whats's new? {11-5-09}
·   Serial Hook added.

Whats's new? {10-19-09}
·   Speed improvement!
·   Few minor bugs fixed.
·   Removed buffer overload

Whats's new? {7-19-09}
·   Massive speed improvement!
·   New commands

What's New? {3-4-09}
Speed Improvement
Plugin reformatted to work properly with SSGM. This may limit functions during map load, but during gameplay it will work properly.

and by "speed Improvement" I learned better threading techniques, so it sped it up a few hundred percent from the first beta.