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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 usally 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.

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