
Subject: Re: scripts-2.8 source wont compile
Posted by [Cat998](#) on Thu, 27 Jul 2006 22:18:26 GMT
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PackHunter wrote on Thu, 27 July 2006 23:32magic

Brenbot has a native interface for Renrem, that means it does not need any dll to communicate with the FDS (it does it with a direct udp connection). You can get the player IDs with player_info, or you send player_info to the FDS and read the response from the logfile....

A better way would be RLmon (included in scripts 2.9), you can read the console output with it (see bhs.txt).
