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Subject: Re: Renegade IRC overlay discussion - cleared

Posted by [dr3w2](#) on Fri, 24 Apr 2009 07:05:31 GMT

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Goztow wrote on Fri, 24 April 2009 01:25

My first google result on "irc overlay" gave me something similar to what you made, though I didn't install it and test if it works on Renegade. But I suppose you used the same principle? Nice coding work . I don't think I'd personally use it, it just gets in the way of gaming, the way you currently have it :-S. But I can see it being useful.

Sorry I didn't get a chance to answer this because I've been laughing at Scrin here.

Basically I open up a socket, and send myself data through UDP to that socket and parse it all. Then on every frame draw, i draw out the data. So it's being rendered right into Renegade itself as apposed to being drawn ontop. I wrote a simple system which allows me to prefix the message I send with a number between 1 and 9. This number then translates to a color which I specified in hud.ini. The colors are your standard rgb settings as well as alpha, so you can specify the transparency on each individual messages. So for certain messages ( like if my name is said ) i can make it brighter and more visible then generic IRC bot spam. Inside mIRC i wrote a simple script to parse messages and send it to my loopback. Also customizable is how many lines of data to store + output to screen. When it reaches that limit i trim off the oldest line so you actually get that scrolling text effect also. So yeah the transparency of the text is fully customizable, not to mention with my key toggle class i can easily toggle it on/off while ingame if i decide it's in my way.

The whole idea is for people who don't run dual monitors, and don't run or don't want to run in windowed mode yet still have that ability to monitor irc. Plus i wanted to learn some more new shit which includes sockets

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