
Subject: Re: Learn2IRC!

Posted by [reborn](#) on Thu, 18 Feb 2010 11:49:25 GMT

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Ok, so I got a little further... Basically the IRC server sends a shit tonne of information when you choose your nick (see screenshot below). However, after choosing my nick and receiving all the crap from the server, I try to join a channel, I send the command, and try to receive the response, but it doesn't actually respond, and I don't join the channel.

```
DWORD WINAPI MainThread( LPVOID lpParam ){

char buf1[4096];
char nick[] = "rebot";
char text1[4096];
int n;

WORD wsver=MAKEWORD(2, 0);

int nret=WSAStartup(wsver, &wsaData);
if(nret != 0){
printf("Startup failed, error code: %d\n",WSAGetLastError());
WSACleanup();
return false;
}

printf("Init success\n");
SOCKET kSock=socket(AF_INET, SOCK_STREAM, 0);

if(kSock == INVALID_SOCKET){
printf("Socket init failed");
return false;
}

printf("Socket initialized\n");

sockaddr_in sin;

sin.sin_port=htons(6668);

sin.sin_addr.s_addr=inet_addr("85.25.143.169");

sin.sin_family=AF_INET;

if(connect(kSock,(sockaddr*)&sin, sizeof(sin)) == SOCKET_ERROR){
```

```

printf("Startup failed, error code: %d\n",WSAGetLastError());
WSACleanup();
return false;
}
printf("Connection successful!\n\n");

```

```

n = recv(kSock, buf1, 4096, 0);
if ( n > 0 ) {
    printf(">>Server: %s\n",buf1);
}
else {
    printf(">>Server: No Data\n");
}

```

```

sprintf(text1, "NICK rebot2\r\nUSER rebot2 0 0 :rebot2\r\n");
send(kSock, text1, strlen(text1), 0);
printf(">>Client: %s\n",text1);

```

```

n = recv(kSock, buf1, 4096, 0);
if ( n > 0 ) {
    printf(">>Server: %s\n",buf1);
    if (strstr(buf1,"PING")){
        printf("I got a ping, cool!\n");
        char* myStringPtr = buf1;
        myStringPtr+=6;
        char * pch;
        pch = strtok (myStringPtr," =\n");
        std::vector<std::string> str_Vector;
        while (pch != NULL){
            std::string strData = pch;
            str_Vector.push_back(strData);
            pch = strtok (NULL, " =\n");
        }
        sprintf(text1,"PONG :%s\r\n",str_Vector.at(0).c_str());
        send(kSock, text1, sizeof(text1), 0);
        printf(">>Client: %s\n",text1);
    }
}
else {
    printf(">>Server: No Data\n");
}

```

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```

```
sprintf(text1,"JOIN #lobby\r\n");
send(kSock, text1, sizeof(text1), 0);
printf(">>Client: %s\n",text1);
n = recv(kSock, buf1, 4096, 0);
if ( n > 0 ) {
    printf(">>Server: %s\n",buf1);
}
else {
    printf(">>Server: No Data\n");
}
```

```
/*
sprintf(text1,"PRIVMSG #lobby :Test Message\r\n");
send(kSock,text1,sizeof(text1),0);
printf(">>Client: %s\n",text1);
```

```
n = recv(kSock, buf1, 4096, 0);
if ( n > 0 ) {
    printf(">>Server: %s\n",buf1);
}
else {
    printf(">>Server: No Data\n");
}

*/
/*
// ping and pong, will obviously be moved...
while (1) {
recv( kSock,buf,255,0);
if (strstr(buf,"PING")) {
    printf("Server sent PING\n");
    send(kSock,"PONG :\r\n",128,0);
    printf("Replying with PONG\n");
}
else{
    printf(">>Server: %s\n",buf);
}
}
*/
return 1;
}
```
