
Subject: rlmon?

Posted by [jnz](#) on Mon, 07 Aug 2006 12:38:54 GMT

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does rlmon work? i created a simple program that listens on port 3000 and prints out what it gets, i tested this with telnet and it works. so in FDS i typed "rlmon 127.0.0.1:3000" and went to renegade -> to my server typed hello in public chat and nothing showed up in my program. why???

i also tryed "rlmon 0.0.0.0:3000" and "rlmon localhost:3000" but both didn't work.

i have scripts-2.92, latest bhs version.

Subject: Re: rlmon?

Posted by [jnz](#) on Mon, 07 Aug 2006 16:17:36 GMT

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Double post, yeah kill me!

i think i know the problem, does rlmon send the data via UDP?

EDIT:

bhs.txt

Basicly, what you do is to open a UDP listening socket on any internet connected machine and on any port.

the answer was right there, lol.

i can only open a tcp socket (winsock2.h and ws2_32.lib) do i have to change someting or write totally new code?

Subject: Re: rlmon?

Posted by [Cat998](#) on Mon, 07 Aug 2006 16:52:58 GMT

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C++ udp server tutorials are everywhere in the net, just google for them

Rlmon seemed to work fine when I tested it.

Subject: Re: rlmon?

Posted by [jnz](#) on Mon, 07 Aug 2006 16:59:43 GMT

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im using a class, (<http://www.adp-gmbh.ch/win/misc/sockets.html>)

it workes fine with tcp but when i change

```
// UDP: use SOCK_DGRAM instead of SOCK_STREAM  
s_ = socket(AF_INET,SOCK_STREAM,0);
```

to this:

```
// UDP: use SOCK_DGRAM instead of SOCK_STREAM  
s_ = socket(AF_INET,SOCK_DGRAM,0);
```

it doesn't make a difference, i can still telnet.

Subject: Re: rImon?

Posted by [jnz](#) on Tue, 08 Aug 2006 14:45:08 GMT

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me and Cat998 have resolved this. well... it was more Cat998.
