
Subject: Try Devolp a FDS regulator
Posted by [Babekida](#) on Sat, 23 May 2009 23:27:29 GMT
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i try create my own FDS REG more im a bit stuck.
I can send commands to the fds more how can i get output of the FDS ?

Like i joined the game its show Player joined the game How can i read this ?

Other Example how do i know if someone type !help or something with the logs ?

Subject: Re: Try Devolp a FDS regulator
Posted by [ExEric3](#) on Sun, 24 May 2009 08:18:20 GMT
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bhs_renlog.txt - chat (for your !help command)
renlog.txt - output from console (for your joining)
ssgm/ssaow.txt - server side output (kill, buildings etc)

Or:

http://renegadewiki.com/index.php?title=SSAOWLog/Renlog/Clientlog/Gamelog_format

Try look to CloudyServ. There you have nice example how read logs.

Subject: Re: Try Devolp a FDS regulator
Posted by [EvilWhiteDragon](#) on Wed, 27 May 2009 07:55:36 GMT
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Or use C++ scripts.dll.

Subject: Re: Try Devolp a FDS regulator
Posted by [Babekida](#) on Mon, 01 Feb 2010 14:30:03 GMT
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o old topic i already find out how to make it

Subject: Re: Try Devolp a FDS regulator
Posted by [ExEric3](#) on Mon, 01 Feb 2010 16:15:38 GMT

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Over mIRC script?

Subject: Re: Try Devolp a FDS regulator
Posted by [Babekida](#) on Mon, 01 Feb 2010 23:12:46 GMT
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nah first with lua ssgm plugin

and now i create a pure plugin

Subject: Re: Try Devolp a FDS regulator
Posted by [ExEric3](#) on Tue, 02 Feb 2010 06:43:24 GMT
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C++???

Subject: Re: Try Devolp a FDS regulator
Posted by [Babekida](#) on Wed, 03 Feb 2010 13:14:27 GMT
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Yea C++

Subject: Re: Try Devolp a FDS regulator
Posted by [reborn](#) on Wed, 03 Feb 2010 13:43:32 GMT
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There are quite a few people who have tried to make a regulator and never finished it. It's a large project, especially large if you are trying to make it as a plug-in written in C++, there are people here with a far greater grip on coding than you or I have, and even they never entirely finished as they would of liked to.

Have a good think before you actually try to do this, perhaps start with a much smaller project?

Subject: Re: Try Devolp a FDS regulator
Posted by [Babekida](#) on Wed, 03 Feb 2010 14:26:22 GMT
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It will be a easy one not one like BrenBot etc.

Jus some little commands like !website !nextmap !irc !teamspeak etc.

And a irc connection that send the output to irc.

I have made the irc connection already and it send some output
i can use !msg <text> on irc also atm.

Im working now on a little moderator system at the moment
Its just for fun and i hope learn things from it

Subject: Re: Try Devolp a FDS regulator
Posted by [Hex](#) on Wed, 03 Feb 2010 16:56:54 GMT
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reborn wrote on Wed, 03 February 2010 13:43never entirely finished as they would of liked to.

Tell me about it, 2 years and counting
