
Subject: [Request]Script
Posted by [snazy2000](#) on Fri, 21 Aug 2009 21:58:49 GMT
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Hi all Does any 1 have an IRC script (in C++) that can go in SSGM and not crash the server??

All the once i tryed have just made the IRC freeze

thx

Subject: Re: [Request]Script
Posted by [raven](#) on Fri, 21 Aug 2009 22:00:07 GMT
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Gonna need more info on what you want...

Subject: Re: [Request]Script
Posted by [Ethenal](#) on Fri, 21 Aug 2009 22:11:32 GMT
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...look for the source of the crash? Or maybe even post the source to said IRC thing?

Subject: Re: [Request]Script
Posted by [snazy2000](#) on Sat, 22 Aug 2009 13:21:54 GMT
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SOCKET sock;

```
char *server = "irc.ft-gaming.com";
int port = 6667;
char *nick = "FBot";
char *chan = "#bottest";
char buff[4096];
char tmp[4096];
char name[256];
bool spam;
char ID[256];
```

```
int irc_connect()//char server[256], char channel[256], char name[256], int port
{
```

```
WSADATA WSAData;
WSAStartup(MAKEWORD(2,0), &WSAData);
SOCKADDR_IN sin;
sock = socket(AF_INET, SOCK_STREAM, 0);
sin.sin_addr.s_addr = inet_addr(server);
sin.sin_family = AF_INET;
sin.sin_port = htons(port);
connect(sock, (SOCKADDR *)&sin, sizeof(sin));
```

```
memset(tmp,0,255);
sprintf(tmp,"USER %s 0 0 :%s%c",nick,nick,10);
send(sock,tmp,strlen(tmp),0);
printf("Sent-> %s", tmp);
```

```
memset(tmp,0,255);
```

```
BotId = (rand() % 100);
sprintf(ID,"!%d",BotId);
sprintf(name,"%s[%d]",nick,BotId);
sprintf(tmp,"NICK %s%c",name,10);
send(sock,tmp,strlen(tmp),0);
printf("Sent-> %s", tmp);
```

```
Sleep(100);
```

```
memset(tmp,0,255);
sprintf(tmp,"JOIN %s%c",chan,10);
send(sock,tmp,strlen(tmp),0);
printf("Sent-> %s", tmp);
```

```
sprintf(tmp,"PRIVMSG %s :Hello %s!%c",chan,chan,10);
send(sock,tmp,strlen(tmp),0);
printf("Sent-> %s", tmp);
```

```
printf("Name-> %s\n", name);
```

```
memset(buff,0,255);
```

```
return 0;
}
```

```
void StayAlive()
{
char buff[2048];
char msg[256];
char tmp[256];
```

```

char BotName[64];
memset(msg,0,255);
memset(BotName,0,64);
sprintf(BotName, "!%s", name);

while (1)
{
    memset(buff,0,255);
    memset(tmp,0,255);
    recv( sock,buff,255,0);

    if(strlen(buff) != 0)
    {
        printf("Received-> %s\n", buff);
        //send(sock,"PONG :\r\n",6,0);
        //printf("Sent-> Pong");

        if (strncmp(buff,"PING", 4) == 0 )
        {
            buff[1] = 'O';
            send(sock,buff,strlen(buff),0);
            printf("Sent-> %s\n", buff);
        }

        if (strncmp(buff,"QUIT", 4) == 0 )
        {
            irc_connect();
            printf("Bot-> Reconnecting\n");
        }

        else if(strstr(buff, "PRIVMSG") != NULL)
        {
            memset(tmp,0,255);
            sprintf(tmp, "PRIVMSG %s :Got a message!%c",chan,10);
            //send(sock,tmp,strlen(tmp),0);
            printf("Sent-> %s\n", tmp);

        }

    }

}

```

```

    if ( strlen(buff) == 0 ) {
        closesocket(sock);
        break;
    }
}

}

void IRC::Created(GameObject *obj) {
    srand(GetTickCount());

    UpTimeS = GetTickCount();

    if(irc_connect() != 0)
        Console_Input("msg ERROR");
    StayAlive();

    getchar();
    WSACleanup();
}

ScriptRegistrant<IRC> IRC_Registrant("IRC","");

```

That's the code that freezes the FDS because of the while statement

Subject: Re: [Request]Script
 Posted by [raven](#) on Sat, 22 Aug 2009 17:46:22 GMT
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Learn to write non-blocking code or use threads.

```

HANDLE WINAPI CreateThread(
    __in_opt LPSECURITY_ATTRIBUTES lpThreadAttributes,
    __in     SIZE_T dwStackSize,
    __in     LPTHREAD_START_ROUTINE lpStartAddress,
    __in_opt LPVOID lpParameter,
    __in     DWORD dwCreationFlags,

```

```
__out_opt LPDWORD lpThreadId  
);
```

```
DWORD WINAPI ThreadProc(  
__in LPVOID lpParameter  
);
```

Subject: Re: [Request]Script
Posted by [Ethenal](#) on Sun, 23 Aug 2009 03:58:11 GMT
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Yes, you are correct in assessing that your problem is the while loop; since while(1) will always be true, and since the RenegadeFDS is not multithreaded, your program will essentially stay in that loop and any code executed by it indefinitely until 1 is no longer equal to 1, which will obviously never happen.

As raven said, learn to write non blocking code or shove this code in a thread so it won't halt the FDS. I've heard plenty of people say creating threads in the FDS is not a good idea, though.

Subject: Re: [Request]Script
Posted by [raven](#) on Sun, 23 Aug 2009 04:32:48 GMT
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Ethenal wrote on Sat, 22 August 2009 22:58 Yes, you are correct in assessing that your problem is the while loop; since while(1) will always be true, and since the RenegadeFDS is not multithreaded, your program will essentially stay in that loop and any code executed by it indefinitely until 1 is no longer equal to 1, which will obviously never happen.

As raven said, learn to write non blocking code or shove this code in a thread so it won't halt the FDS. I've heard plenty of people say creating threads in the FDS is not a good idea, though.

ExodusScripts is multithreaded

Subject: Re: [Request]Script
Posted by [Ethenal](#) on Sun, 23 Aug 2009 04:54:41 GMT
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raven wrote on Sat, 22 August 2009 23:32 Ethenal wrote on Sat, 22 August 2009 22:58 Yes, you are correct in assessing that your problem is the while loop; since while(1) will always be true, and since the RenegadeFDS is not multithreaded, your program will essentially stay in that loop and any code executed by it indefinitely until 1 is no longer equal to 1, which will obviously never happen.

As raven said, learn to write non blocking code or shove this code in a thread so it won't halt the FDS. I've heard plenty of people say creating threads in the FDS is not a good idea, though.

ExodusScripts is multithreaded

That's probably why our server has bluescreened our box then.

Subject: Re: [Request]Script

Posted by [raven](#) on Sun, 23 Aug 2009 05:13:56 GMT

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You might also want to look into making this into an SSGM plugin... why in God's name do you have a ::Created event for this?! Don't tell me you're attaching it to something in LevelEdit.. or a GameObject.. Call it on load or something. Make it independent of ScriptImpClass

Ethenal: No, thats the backdoor I put in

Subject: Re: [Request]Script

Posted by [snazy2000](#) on Sun, 23 Aug 2009 11:28:22 GMT

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i attach the script on level load

Subject: Re: [Request]Script

Posted by [Ethenal](#) on Sun, 23 Aug 2009 15:22:04 GMT

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snazy2000 wrote on Sun, 23 August 2009 06:28i attach the script on level load
Great idea, that means each time a level loads the IRC bot breaks and a new one appears!

Subject: Re: [Request]Script

Posted by [cAmpa](#) on Sun, 23 Aug 2009 16:26:26 GMT

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snazy2000 wrote on Sun, 23 August 2009 13:28i attach the script on level load

LOL.

Subject: Re: [Request]Script

Posted by [snazy2000](#) on Sun, 23 Aug 2009 18:48:06 GMT

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ah but u dint kniw what my server is

Its a build server that dont change map

Enless i change it in FDS

Subject: Re: [Request]Script

Posted by [Ethenal](#) on Sun, 23 Aug 2009 18:55:02 GMT

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snazy2000 wrote on Sun, 23 August 2009 13:48ah but u dint kniw what my server is

Its a build server that dont change map

Enless i change it in FDS

You're right it doesn't change map, because as it stands you don't have a game running, just an IRC bot!

Subject: Re: [Request]Script

Posted by [CarrierII](#) on Sun, 23 Aug 2009 20:17:53 GMT

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More respect and support please. Not everyone is born knowing how to code.

Subject: Re: [Request]Script

Posted by [Ethenal](#) on Sun, 23 Aug 2009 20:45:00 GMT

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CarrierII wrote on Sun, 23 August 2009 15:17More respect and support please. Not everyone is born knowing how to code.

Indeed lol, it's still hard for me sometimes. I'll chill out a bit.

Subject: Re: [Request]Script

Posted by [snazy2000](#) on Sun, 23 Aug 2009 23:05:40 GMT

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Dudes i run 1 of the best Build servers out there (! [FT] Build Server) And its coded all in C++ im

not a n00b at C++ im just needing help with this cose im stuck

Subject: Re: [Request]Script
Posted by [Ethenal](#) on Sun, 23 Aug 2009 23:09:44 GMT
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snazy2000 wrote on Sun, 23 August 2009 18:05Dudes i run 1 of the best Build servers out there (! [FT] Build Server) And its coded all in C++ im not a n00b at C++ im just needing help with this cose im stuck

Right... that attitude is probably why I said that lol!

If you're not a n00b at C++, then you'll understand a while(1) is going to allow NOTHING else to happen but that loop. Including all game server processes, loading maps, players joining, moving around, etc.

Subject: Re: [Request]Script
Posted by [snazy2000](#) on Mon, 24 Aug 2009 00:13:08 GMT
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dude if u realy my post

Quote:freezes the FDS because of the while statment

i told u that it didnt work becaise of the while statment i just didnt know any other way of doin it.

Subject: Re: [Request]Script
Posted by [raven](#) on Mon, 24 Aug 2009 00:17:28 GMT
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Coding using the Renegade Scripts API doesn't make you good at C++

If you were good at C++ this thread wouldn't exist... and you wouldn't have a ::Created event for your IRC client

Did you get it working yet or what

Subject: Re: [Request]Script

Posted by [snazy2000](#) on Mon, 24 Aug 2009 09:44:31 GMT

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No i aint tryed yet i aint had time.
