
Subject: FDSComm Public Beta
Posted by [halo2pac](#) on Sat, 14 Aug 2010 06:16:47 GMT
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FDSComm Public Beta v0.4

TCP Logging and Commanding system for the Renegade FDS.

Hey guys!

I've had this as an internal beta between me and my friends for a while now (bout 7 months) fully working.

It is a plugin for SSGM that allows you to connect to the Renegade FDS and Send TCP commands while also allowing you to receive TCP Logs from the FDS.
I compiled a thorough guide and 2 socket bot like examples. Source is closed for now, sorry.

<http://www.halo2pac.co.nr/fdscomm/betas/FDSComm%20v0.4b.zip>
<http://www.halo2pac.co.nr/fdscomm/guide.htm>

Edit: This will need Hooks.dll

File Attachments

1) [FDSComm.png](#), downloaded 1006 times



Subject: Re: FDSComm Public Beta
Posted by [cnc95fan](#) on Mon, 23 Aug 2010 10:04:50 GMT
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I'll give this a try.
Thanks

Subject: Re: FDSComm Public Beta
Posted by [halo2pac](#) on Mon, 23 Aug 2010 22:56:21 GMT
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Beta Testers are highly appreciated

Subject: Re: FDSComm Public Beta
Posted by [danpaul88](#) on Tue, 24 Aug 2010 21:56:31 GMT
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You do realise SSGM 4.0 already includes this don't you? Or at least the logging part anyway...

Subject: Re: FDSComm Public Beta
Posted by [halo2pac](#) on Wed, 25 Aug 2010 02:51:57 GMT
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After your post I did, but I've had this as an internal beta for 9 months now completely working without changes. I just wanted to finish my line of products that would go with it... But since you are giving a similar version with 4.0, I might as well just release it.

I believe though, mine has a few more features.

Subject: Re: FDSComm Public Beta
Posted by [Xpert](#) on Fri, 27 Aug 2010 08:29:13 GMT
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danpaul88 wrote on Tue, 24 August 2010 17:56 You do realise SSGM 4.0 already includes this don't you? Or at least the logging part anyway...

And you do realise this is available and SSGM 4.0 isn't yet ()

Subject: Re: FDSComm Public Beta
Posted by [BlueThen](#) on Fri, 27 Aug 2010 22:50:27 GMT
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Quote: I've had this as an internal beta between me and my friends for a while now (bout 7 months) fully working.

halo2pac wrote on Tue, 24 August 2010 21:51 After your post I did, but I've had this as an internal beta for 9 months now completely working without changes.

Subject: Re: FDSComm Public Beta
Posted by [halo2pac](#) on Mon, 30 Aug 2010 04:57:27 GMT
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BlueThen wrote on Fri, 27 August 2010 17:50 Quote: I've had this as an internal beta between me and my friends for a while now (bout 7 months) fully working.

halo2pac wrote on Tue, 24 August 2010 21:51 After your post I did, but I've had this as an internal beta for 9 months now completely working without changes.

I didn't have the attention span to look up the actual dates at the moment but I knew it was over 6-9.

Guide.htm

Whats's new? {11-5-09}

- Serial Hook added.

Whats's new? {10-19-09}

- Speed improvement!
- Few minor bugs fixed.
- Removed buffer overload

Whats's new? {7-19-09}

- Massive speed improvement!
- New commands

What's New? {3-4-09}

Speed Improvement

Plugin reformatted to work properly with SSGM. This may limit functions during map load, but during gameplay it will work properly.

and by "speed Improvement" I learned better threading techniques, so it sped it up a few hundred percent from the first beta.
