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Subject: [SSGM 4.0 Plugin] DDE Channel  
Posted by [raven](#) on Tue, 21 Aug 2012 04:08:45 GMT  
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Incase anyone else is missing the DDE functionality from prior versions of scripts, here it is again.

I think I'm the only person that actually used it but who knows

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### File Attachments

1) [DDE.rar](#), downloaded 229 times

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Subject: Re: [SSGM 4.0 Plugin] DDE Channel  
Posted by [sla.ro\(master\)](#) on Tue, 21 Aug 2012 10:27:11 GMT  
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nice

I had use it in old ssgm, atm i don't but is good, maybe we will see a bot using DDE.

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Subject: Re: [SSGM 4.0 Plugin] DDE Channel  
Posted by [iRANian](#) on Tue, 21 Aug 2012 13:31:30 GMT  
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Console\_Output() already accepts formatted input so there's no need to write a Console() wrapper function to add support for this.

This:  
`bool initvalue;`

Should mean that initvalue gets initialized with a random value, the first use of initvalue is:

```
void DDEChan::Initialize()
{
    if (initvalue == 1) { return; }
    initvalue = 1;
```

If I remember correctly bool will be initialized with a garbage value which is compared to 1, which is why this works but will break if initvalue is garbage filled with 1. Instead you should set initvalue to false before using it like so:

```
bool initvalue = false;
```

see:

<http://www.velocityreviews.com/forums/t448719-uninitialized-bool.html>  
<http://cboard.cprogramming.com/c-programming/134960-confused-about-uninitialized-bool-variable.html>

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Subject: Re: [SSGM 4.0 Plugin] DDE Channel  
Posted by [raven](#) on Tue, 21 Aug 2012 22:07:40 GMT  
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ah cool, thanks!

tbh I just changed around some stuff from the mute plugin because I was too lazy to configure a new plugin

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Subject: Re: [SSGM 4.0 Plugin] DDE Channel  
Posted by [reborn](#) on Tue, 21 Aug 2012 23:21:00 GMT  
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I never bothered to look at what the DDE channel actually did. Are you able to explain a little about it, please?

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Subject: Re: [SSGM 4.0 Plugin] DDE Channel  
Posted by [raven](#) on Wed, 22 Aug 2012 00:31:11 GMT  
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DDE stands for Dynamic Data Exchange, it's a way of 2 programs to communicate to each other.

<http://msdn.microsoft.com/en-us/library/ms648774.aspx> explains it quite well.

Since mIRC supports DDE as well as the FDS, I use it to send commands from my banning system (which is an mIRC based bot) directly to the FDS without any "middleman" program like renrem. Quite useful still, although it's considered an obsolete technology.

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Subject: Re: [SSGM 4.0 Plugin] DDE Channel  
Posted by [iRANian](#) on Wed, 22 Aug 2012 07:02:46 GMT  
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Yeah you should be using sockets instead, which mIRC also supports in a somewhat broken way

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Subject: Re: [SSGM 4.0 Plugin] DDE Channel  
Posted by [reborn](#) on Wed, 22 Aug 2012 09:09:14 GMT

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raven wrote on Tue, 21 August 2012 20:31 DDE stands for Dynamic Data Exchange, it's a way of 2 programs to communicate to each other.

<http://msdn.microsoft.com/en-us/library/ms648774.aspx> explains it quite well.

Since mIRC supports DDE as well as the FDS, I use it to send commands from my banning system (which is an mIRC based bot) directly to the FDS without any "middleman" program like renrem. Quite useful still, although it's considered an obsolete technology.

Thank you, that's very interesting.

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Subject: Re: [SSGM 4.0 Plugin] DDE Channel  
Posted by [raven](#) on Thu, 23 Aug 2012 08:29:44 GMT  
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Updated for Xpert because he apparently can't do it himself.

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Subject: Re: [SSGM 4.0 Plugin] DDE Channel  
Posted by [Xpert](#) on Thu, 23 Aug 2012 19:41:42 GMT  
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raven wrote on Thu, 23 August 2012 04:29 Updated for Xpert because he apparently can't do it himself.

Nice lie. Don't make me post logs biotch!

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