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

File Attachments

1) DDE.rar, downloaded 212 times

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.

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 initivalue gets initalized 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 initalized 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

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

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?

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.

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

Subject: Re: [SSGM 4.0 Plugin] DDE Channel

Posted by reborn on Wed, 22 Aug 2012 09:09:14 GMT

raven wrote on Tue, 21 August 2012 20:31DDE 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.

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.

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 04:29Updated for Xpert because he apparently can't do it himself.

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