Subject: Coming soon...BlazeReflector 1.0. FDS logfile over TCP/IP.
Posted by Blazer on Mon, 12 Apr 2004 09:52:16 GMT
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Yes thats right. I figured it wasn't quite confusing enough that BlazeRotate, BlazeRegulator, BlazeRenbot, are all called "BR" so I decided to make another "BR" application!

BlazeReflector is a Renegade FDS app that broadcasts the FDS logfile over a TCPIP port. This allows remote programs to have access to the FDS logfile. I actually created this program because a form of it will be used with the upcoming release of TSR (TeamSpeak Regulator). I realized that not ever server admin runs the teamspeak server on the same box as the FDS, so TSR needs some way to see the renegade logfile. TSR will actually employ zip compression for the logfile link to save bandwidth..but I digress...on with a demonstration of BlazeReflector:

C:\> telnet fdshost.com 12345

BlazeReflector 1.0 - Authorized Users Only, All Activity Logged.
>jackin pass

Login Successful!

_____ COMMAND MENU _____
redpill : Turn FDS log on
bluepill : Turn FDS log off
jackout : Disconnect from BlazeReflector

>redpill
FDS log reflection is now ON. Let's see how deep the rabbit hole goes
FDS: [02:28] Host: (BlaZzZzzer@IRC): test
FDS: [02:28] imaclever: usually sbh steal vehicles not shoot them when theyre in the base
FDS: [02:28] Player testguy left the game.
>bluepill
FDS log reflection terminated.
>heh
Invalid Command...a glitch in the Matrix?
>whee
Invalid Command...a glitch in the Matrix?
>blah
Invalid Command...a glitch in the Matrix?
>meh
Invalid Command...a glitch in the Matrix?
>blah
Invalid Command...a glitch in the Matrix?
5 Invalid commands. Alerting the Sentinels!
Terminating your connection.
Connection to host lost.

As you can see, BlazeReflector reflects(broadcasts) the log to anyone who is authenticated and turns logging on. It supports multiple connections so you can have 5 apps or persons connected to it all seeing the logfile. Depending on what people want, I can turn this into almost anything. The first version of it I made was more like a chat server, the people logged in could talk to each other like IRC. I don't see any real need for that though, so I am releasing it as simple as possible. FDS logfile broadcast over a TCP/IP port.

I just made it this weekend, so I have to optimize the code, add logging, and write a readme before I release it.

Subject: Coming soon...BlazeReflector 1.0. FDS logfile over TCP/IP.
Posted by Madtone on Mon, 12 Apr 2004 11:41:55 GMT
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oh wow!!!

This has given me quite a few ideas!!

I'll contact you over IRC about this, wow.. good going!

Subject: Coming soon...BlazeReflector 1.0. FDS logfile over TCP/IP.
Posted by Scythar on Mon, 12 Apr 2004 11:42:14 GMT
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But is it Agent-proof?

Subject: Coming soon...BlazeReflector 1.0. FDS logfile over TCP/IP.
Posted by U927 on Mon, 12 Apr 2004 15:39:50 GMT
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But what if there is no spoon?

Subject: Coming soon...BlazeReflector 1.0. FDS logfile over TCP/IP.
Posted by z310 on Mon, 12 Apr 2004 16:28:34 GMT
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Im stupid i dont understand what that means at all.

Subject: Coming soon...BlazeReflector 1.0. FDS logfile over TCP/IP.

Posted by Blazer on Mon, 12 Apr 2004 16:39:36 GMT
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My post, or theirs? They are making referneces to the movie "The Matrix".

Subject: Coming soon...BlazeReflector 1.0. FDS logfile over TCP/IP.
Posted by z310 on Mon, 12 Apr 2004 16:53:05 GMT
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Yours, im not to smart when it comes to computers.

Subject: Coming soon...BlazeReflector 1.0. FDS logfile over TCP/IP.
Posted by Blazer on Mon, 12 Apr 2004 16:56:51 GMT
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As the post says...basically it lets *remote* machines/processes/people/whatever see the FDS
logfile. The usefullness of this is only apparent to those who run servers and/or write software for
them.

Subject: Coming soon...BlazeReflector 1.0. FDS logfile over TCP/IP.
Posted by z310 on Mon, 12 Apr 2004 17:03:19 GMT
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Damn am i gonna look stupid

What is the FDS log file?

Subject: Coming soon...BlazeReflector 1.0. FDS logfile over TCP/IP.
Posted by C4miner on Mon, 12 Apr 2004 17:10:17 GMT
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Can we change Renguard to BlazeGuard?

Subject: Coming soon...BlazeReflector 1.0. FDS logfile over TCP/IP.
Posted by Blazer on Mon, 12 Apr 2004 17:21:15 GMT
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LOL I was just talking to mac and realized that I wasted lots of time coding this (although only this
weekend), because his linux "wrapper" does almost the same thing. So I could have just used
most of his code instead of writing my own. While very similar they arent quite the same as Im not
sure his supports multiple simultaneous connections, or has any command menu...ironically his

stripped down version is more like what I need for TSR I will release it anyway in linux and win32 versions in case anyone finds it useful.