Subject: Re: [server regulator]CloudyServ 0.982-X3 Public Release
Posted by Xpert on Sat, 30 Nov 2013 18:27:54 GMT

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ExEric3 wrote on Sat, 30 November 2013 07:08Xpert wrote on Thu, 28 November 2013 23:47Ya I thought I was doing something wrong but I've asked a few people who tried using IRC to handle the data and they get the same problem. It skips lines especially during the gamelog building damage events.

Can you try this mirc code which made WD if it works?

```
alias TCPLogConnect {
  sockopen TCPLog 127.0.0.1 8025
}

on *:sockread:TCPLog: {
 sockread -fn &TCPLogRead
 var %Offset = 0
 var %Len = $bvar(&TCPLogRead,0)
 if (%Len < 8) {
   return
 }
 if ($bvar(&TCPLogRead,1) == 0) {
   %Offset = 1
 }
 var %ID = $bvar(&TCPLogRead,$calc(%Offset + 1),3).text
 if (%ID == 000) {
   var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
   if (%Message) {
     Parse_Log %Message
   }
 }
 else if (%ID == 001) {
   var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
   if (%Message) {
     Parse_GameLog %Message
   }
 }
 else if (%ID == 002) {
   var %Message = $bvar(&TCPLogRead,$calc(%Offset + 15),%Len).text
   if (%Message) {
     Parse_RenLog %Message
   }
 }
 else if (%ID == 003) {
   var %Message = $bvar(&TCPLogRead,$calc(%Offset + 4),%Len).text
   if (%Message) {
     Parse_Console %Message
```

```
    }
   }
}
alias Parse_Log {
  echo -a Parse_Log - $1-
  .signal -n ssgm_log $1-
}

alias Parse_GameLog {
  tokenize 59 $1-
  echo -a Parse_GameLog - $1-
  .signal -n game_log $1-
}

alias Parse_RenLog {
  echo -a Parse_RenLog - $1-
  .signal -n ren_log $1-
}

alias Parse_Console {
  echo -a Parse_Console - $1-
  .signal -n console_log $1-
}
```

Will be nice have also CloudyServ which support TT. Newer BR doesnt support all plugins.

This is almost similar to what I do. When gamelog data starts coming in, it overloads the socket and sometimes skips lines.