
Subject: Want a way to connect to renrem
Posted by [TMSnipR](#) on Wed, 23 Jun 2004 12:09:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

i use visual basic 6. can anyone help in connecting to the server, a bit like blaze regulator. not asking for anything too complicated, just the protocol and maybe a small example if you have time...

i check back tomorrow

Subject: Want a way to connect to renrem
Posted by [snipesimo](#) on Wed, 23 Jun 2004 14:54:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

the winrem source code was posted not too long ago.

Subject: Want a way to connect to renrem
Posted by [Nightma12](#) on Wed, 23 Jun 2004 15:51:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

NightRegulator is also programmed in VB6 and i must say, there are some real problems with using FDSTalk.dll, there is this function called Get_Response which needs to be called after sending a message to the FDS, for some reason, this crashes VB6 programs

so do what i did send a msg though renrem (player_info) after sending an msg to the fds

Subject: Want a way to connect to renrem
Posted by [djlaptop](#) on Mon, 12 Jul 2004 05:34:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is a bug in VB6 which causes Get_Response to fail.

My suggestion is to send your messages using FDSTalk without calling Get_Response, and read your responses from the log file.

Subject: Want a way to connect to renrem
Posted by [Nightma12](#) on Mon, 12 Jul 2004 07:12:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

which then crashes the FDS after awhile

Subject: Want a way to connect to renrem
Posted by [gibberish](#) on Wed, 14 Jul 2004 03:12:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nightma14which then crashes the FDS after awhile

Something else may crash the FDS but its not because you havn't read the response, because the RenRem protocol is based on UDP hence the FDS doesn't even know if you have read the response.

Subject: Want a way to connect to renrem
Posted by [Nightma12](#) on Wed, 14 Jul 2004 06:53:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:' Do 'Need to empty the outgoing buffer it is crashing FDS after a while
' i = 1 + i
' Response = ""
' Get_Response Response ' this hangs
' Loop While Len(Response) > 1 Or i < 100

direct quote from the winrem source code

btw, what does Service do?

Subject: Want a way to connect to renrem
Posted by [Nightma12](#) on Wed, 14 Jul 2004 20:15:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

well anyway, here is how it is done via FDSTalk

(i am not on my normal PC at the moment, so i cant get some arguments when you call the function)

```
Init  
Send_Message remotepass, IP (using Long2IP, (google) ), local port  
Send_Message message to send to FDS, IP (using Long2IP, (google) ), local port  
Send_Message Bye, IP (using Long2IP, (google) ), local port  
Service  
Get_Response variablename (dont do this if you use VB6)  
Service  
Shutdown
```

if you skip out service, it will make the server lag

Subject: Want a way to connect to renrem
Posted by [djlaptop](#) on Thu, 15 Jul 2004 08:15:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not calling Get_Response will not crash the FDS. I use this method in most of my programs.

If the FDS is crashing it's because you're sending data to it too quickly and flooding its input buffer.

Subject: Want a way to connect to renrem
Posted by [Nightma12](#) on Thu, 15 Jul 2004 14:53:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol, fair enough im still wondering why dante had that in the winrem source code though

Quote:btw, what does Service do?

^^^ i know it has to be called twice as it makes the FDS lag, but what does it exactly do
