
Subject: [Coding] RenRem
Posted by [Genesis2001](#) on Sun, 22 Apr 2007 00:57:21 GMT
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Looking for some help on translating the RenRem scripts from BRenBot into C++/CLI (or C++ in general) so that I can work out my bot's FDS communication...

If anyone could contact me via MSN (bhmath@hotmail.com) or Private message, that'd be great.

Thanks,
MathK1LL

Subject: Re: [Coding] RenRem
Posted by [Zion](#) on Sun, 22 Apr 2007 01:02:10 GMT
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I think most bots go through FDSTalk.dll to communicate with the FDS, either that or the DDE channel.

Not sure though.

Subject: Re: [Coding] RenRem
Posted by [Genesis2001](#) on Sun, 22 Apr 2007 01:07:30 GMT
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I've tried using FDSTalk.dll but I can't get ANYONE to help me with implementing it...As for DDE, I don't know how to use DDE in CLI...

Subject: Re: [Coding] RenRem
Posted by [danpaul88](#) on Sun, 22 Apr 2007 10:16:54 GMT
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What's so special about CLI (command line interface) ? It's just the same as a GUI application but without the GUI part

BRenBot communicates with the FDS using UDP, which means the connection is created and broken again for each line it sends. It gets data back by reading the output into the logfiles.

Subject: Re: [Coding] RenRem
Posted by [jnz](#) on Sun, 22 Apr 2007 10:43:23 GMT
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CLI is C++ .NET, it's a very high level language.

Sending data over UDP is connectionless, you don't connect or disconnect.

FDSTalk should be easy to use in CLI, you can just import the functions.

Subject: Re: [Coding] RenRem
Posted by [danpaul88](#) on Sun, 22 Apr 2007 11:50:02 GMT
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I was speaking generally about UDP. I wish they would stop re-using the same abbreviation for different things...

Subject: Re: [Coding] RenRem
Posted by [Dave Anderson](#) on Sun, 22 Apr 2007 15:16:28 GMT
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danpaul88 wrote on Sun, 22 April 2007 04:16: What's so special about CLI (command line interface) ? It's just the same as a GUI application but without the GUI part

BRenBot communicates with the FDS using UDP, which means the connection is created and broken again for each line it sends. It gets data back by reading the output into the logfiles.

CLI is the Common Language Infrastructure. Languages such as C++/CLI that target the CLR are extremely powerful languages. C++/CLI was created to make an easy switch from Native C++ to the managed world, which Microsoft did an outstanding job.

Subject: Re: [Coding] RenRem
Posted by [danpaul88](#) on Sun, 22 Apr 2007 15:29:58 GMT
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I code with C++ a lot, but never heard of CLI other than in it's meaning as Command Line Interface. Why couldn't they come up with a unique name for it instead of trying to confuse everyone?

Subject: Re: [Coding] RenRem
Posted by [Dave Anderson](#) on Sun, 22 Apr 2007 15:43:49 GMT
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Because C++/CLI still meets C++ ISO Standards and has backwards compatibility with Native code via Interop.

Subject: Re: [Coding] RenRem

Posted by [EvilWhiteDragon](#) on Sun, 22 Apr 2007 16:56:47 GMT

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danpaul88 wrote on Sun, 22 April 2007 17:29I code with C++ a lot, but never heard of CLI other than in it's meaning as Command Line Interface. Why couldn't they come up with a unique name for it instead of trying to confuse everyone?

Dave Anderson wrote on Sun, 22 April 2007 17:43Because C++/CLI still meets C++ ISO Standards and has backwards compatibility with Native code via Interop.

Perhaps re-read.

And tbh, I think that command line interface (CLI) is a more often used avebration then yours.

Subject: Re: [Coding] RenRem

Posted by [Dave Anderson](#) on Sun, 22 Apr 2007 17:00:24 GMT

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EvilWhiteDragon wrote on Sun, 22 April 2007 10:56And tbh, I think that command line interface (CLI) is a more often used avebration then yours.

What does that have to do with anything? A Command Line Interface has nothing to do with the Common Language Infrastructure...

Subject: Re: [Coding] RenRem

Posted by [Jonty](#) on Sun, 22 Apr 2007 19:11:30 GMT

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Dave Anderson wrote on Sun, 22 April 2007 18:00What does that have to do with anything? A Command Line Interface has nothing to do with the Common Language Infrastructure... I read half this topic wondering why people were talking about command line interfaces.

Subject: Re: [Coding] RenRem

Posted by [Genesis2001](#) on Sun, 22 Apr 2007 19:58:04 GMT

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Seems I've sparked a conversation about a different type of C++

C++/CLI is very powerful and simple to learn. The bot that I'm creating for Renegade is coded solely in C++/CLI.

As for the meaning of CLI, I'm going with Dave on that one...

Thanks,
MathK1LL
