
Subject: [SSGM 4.0 Plugin] DDE Channel
Posted by [raven](#) on Tue, 21 Aug 2012 04:08:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 267 times

Subject: Re: [SSGM 4.0 Plugin] DDE Channel
Posted by [sla.ro\(master\)](#) on Tue, 21 Aug 2012 10:27:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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 initvalue gets initialized 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 initialized 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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

raven wrote on Thu, 23 August 2012 04:29 Updated for Xpert because he apparently can't do it himself.

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