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Subject: Possibility of NR for linux!

Posted by [Nightma12](#) on Sat, 11 Mar 2006 20:53:07 GMT

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now that the Linux FDS has XWIS support, the number of Linux servers on Renegade will raise rapidly, im now considering adding Linux support into NR

i need some people to do some testing for me though! + i need some answers

what differences are there in the Linux FDS from the windows version other than the fact that they are windows + linux?

does it support RenRem?

also, could someone perhaps try to run the latest version of NR onto a Linux FDS running over WINE and see what results your get!

i personally dont have a Linux PC to test this on so its pretty much gonna be a shot in the dark for me

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Subject: Re: Possibility of NR for linux!

Posted by [=HT=T-Bird](#) on Sat, 11 Mar 2006 21:39:24 GMT

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Nightma12 wrote on Sat, 11 March 2006 14:53now that the Linux FDS has XWIS support, the number of Linux servers on Renegade will raise rapidly, im now considering adding Linux support into NR

i need some people to do some testing for me though! + i need some answers

what differences are there in the Linux FDS from the windows version other than the fact that they are windows + linux?

does it support RenRem?

also, could someone perhaps try to run the latest version of NR onto a Linux FDS running over WINE and see what results your get!

i personally dont have a Linux PC to test this on so its pretty much gonna be a shot in the dark for me

- 1) LFDS has no RenRem (you must use MacRem instead)
  - 2) SSAOW does not support the LFDS yet (this probably will change in the near future)
  - 3) I have a Linux PC at my grandparents' house...
- 
-

Subject: Re: Possibility of NR for linux!  
Posted by [Whitedragon](#) on Sat, 11 Mar 2006 22:07:25 GMT  
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SSAOW has supported the LFDS for a long time.

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Subject: Re: Possibility of NR for linux!  
Posted by [AmunRa](#) on Sat, 11 Mar 2006 22:56:03 GMT  
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don't see how your gonna do it when almost no linux server owners use GUI's, this would be much easier if NR was written in C or C++ like it should have been, but since its not, I don't see linux anywhere in NR's future, half in part because wine blows.

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Subject: Re: Possibility of NR for linux!  
Posted by [=HT=T-Bird](#) on Sun, 12 Mar 2006 12:13:46 GMT  
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AmunRa wrote on Sat, 11 March 2006 16:56don't see how your gonna do it when almost no linux server owners use GUI's, this would be much easier if NR was written in C or C++ like it should have been, but since its not, I don't see linux anywhere in NR's future, half in part because wine blows.

Exactly...I'm writing RavBot to run as a console app (EVEN on Winbloze) for exactly the reason that AmunRa said...

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Subject: Re: Possibility of NR for linux!  
Posted by [Nightma12](#) on Sun, 12 Mar 2006 13:02:36 GMT  
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when you turn on a Linux PC theres no desktop at all????

just all DOS?

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Subject: Re: Possibility of NR for linux!  
Posted by [PackHunter](#) on Sun, 12 Mar 2006 13:57:33 GMT  
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Quote:when you turn on a Linux PC theres no desktop at all????

just all DOS?

kiddin right? ^^

---

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Subject: Re: Possibility of NR for linux!

Posted by [=HT=T-Bird](#) on Sun, 12 Mar 2006 14:15:25 GMT

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Nightma12 wrote on Sun, 12 March 2006 07:02when you turn on a Linux PC theres no desktop at all????

just all DOS?

Linux does have a GUI, it's called XFree86, but most servers don't run it for efficiency reasons (X, like the W32 GUI, is a pig). The Linux command prompt, however, is 2-3 orders of magnitude more powerful than any DOS box. GNU Bash has superb shell scripting support and you have many, many more handy little tools (sed, tee, install, m4, dd, ...) than Windows or DOS would ever provide. Hint: most Linux distributions provide Perl and Python too.

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Subject: Re: Possibility of NR for linux!

Posted by [Fifaheld](#) on Sun, 12 Mar 2006 14:47:10 GMT

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give it ravbot for win32 to download? for all serverowners?

---

---

Subject: Re: Possibility of NR for linux!

Posted by [Nightma12](#) on Sun, 12 Mar 2006 16:18:57 GMT

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PackHunter wrote on Sun, 12 March 2006 07:57Quote:when you turn on a Linux PC theres no desktop at all????

just all DOS?

kiddin right? ^^

nope, i have never ever laided hands on a Linux box before, lol

Quote:Linux does have a GUI, it's called XFree86, but most servers don't run it for efficiency reasons (X, like the W32 GUI, is a pig). The Linux command prompt, however, is 2-3 orders of magnitude more powerful than any DOS box. GNU Bash has superb shell scripting support and you have many, many more handy little tools (sed, tee, install, m4, dd, ...) than Windows or DOS would ever provide. Hint: most Linux distributions provide Perl and Python too.

is it possible to run WINE under command prompt?

could some1 perhaps do me a favour if it does? install NR onto your Linux box and try to run it under WINE, when your execute it, add -IRC to the exe parameters and see if the bot shows up in IRC

you will have to set it up manually via the config files though

make sure also to add the E-mail setting else the bot will not connect to IRC

if it works i might be able to add support for macrem into NR? and get a linux version of NR available!

ive never used WINE myself, but ive heard mixed opinions on it, its not too resource hungry is it?

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Subject: Re: Possibility of NR for linux!

Posted by [xptek](#) on Sun, 12 Mar 2006 18:36:20 GMT

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Nightma12 wrote on Sun, 12 March 2006 11:18 is it possible to run WINE under command prompt?

It's possible, but X is a WINE dependency, so doing that wouldn't be feasible at all. There's \*very\* limited console support if you set GraphicsDriver=ttydrv, but nobody is going to install X to use a command line application.

Quote:Dependencies: 00-dirtree alsa alsa:dev arts arts:dev audiofile audiofile:dev  
Dependencies: bash2 binutils bison bzip2 coreutils cups cups:dev diffutils  
Dependencies: esound esound:dev findutils flex flex:dev freetype freetype:dev  
Dependencies: gawk gcc34 gcc34:dev glib glibc23 glibc23:dev glut gnome2-dirtree  
Dependencies: grep isdn4k-utils isdn4k-utils:dev jack:dev lcms lcms:dev libexif  
Dependencies: libgphoto libjpeg libjpeg:dev libungif libungif:dev libusb libxml2  
Dependencies: libxml2:dev libxslt libxslt:dev linux26-header:dev m4 make mktemp  
Dependencies: nas nas:dev ncurses:dev net-tools openssl openssl:dev pkgconfig  
Dependencies: prelink sane-backends sane-backends:dev sed sysfiles tar util-linux  
Dependencies: valgrind:dev xorg xorg:dev zlib:dev

Is NR written in .NET? If that's the case, you may have some luck with Mono.

Doing an emerge -p wine made me cringe. >:(

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Subject: Re: Possibility of NR for linux!

Posted by [Nightma12](#) on Sun, 12 Mar 2006 18:38:15 GMT

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nope, VB6

i am almost on the verge of porting to VB 2005 though

just weighing up the pros + cons of it and decideing wether or not to go ahead with it

so many things are no longer supported in .NET 0\_o

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Subject: Re: Possibility of NR for linux!

Posted by [dead6re](#) on Mon, 13 Mar 2006 16:16:22 GMT

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What's not supported in VB.Net that VB6 has. They each have the same from what I see, just VB.NET has lots of imports that you can use.

---

---

Subject: Re: Possibility of NR for linux!

Posted by [Nightma12](#) on Tue, 14 Mar 2006 16:56:55 GMT

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The currency data type

Quote:VB.NET no longer supports the VarPtr, ObjPtr and StrPtr functions which retrieved the underlying memory address of variables. It also no longer supports the LSet command which was used to convert one user defined type to another.

Some defunct keywords are: GoSub, Let, Is Missing, DefBool, DefByte, DefLng, DefCur, DefSng, DefDbl, DefDec, DefDate, DefStr, DefObj and DefVar as well as On x Goto.

all arrays must be zero based, seeing as NR stores the player names in a non-zero array (1 to 127) and stores each player in its ID as the index..... =/ could be easily fixed with a - 1 though?

Quote:Controls on a form are no longer public in VB.NET. Thus, form2 cannot reference form1.text1.text. What you now need to do is add public Let and Get property procedures to the form for each control property you want to reference from another form. By the way, Let is no longer supported, read on for more info.

~~~~ eeeeeewwwwwwww, that would be a right bitch to manage

Quote:Winforms do not support the OLE Container, shape or line controls.

Quote:Winforms do not support Dynamic Data Exchange (DDE) or the form.PrintForm method.

no DDE?

Quote:Winforms and controls do not expose a .Name property at runtime. You cannot enumerate the controls collection looking for a control with a given name.

<http://www.thescarms.com/VBasic/VB6vsVBNet.asp>

got it from there

---

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Subject: Re: Possibility of NR for linux!  
Posted by [AmunRa](#) on Tue, 14 Mar 2006 22:32:12 GMT  
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as far as linux, rewrite in C/C++/Perl, otherwise, I'd say your right fucked nightma

P.S.  
Command line OWNZ

---

---

Subject: Re: Possibility of NR for linux!  
Posted by [jnz](#) on Mon, 24 Jul 2006 16:00:58 GMT  
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---

i have a linux box at home i could test it on.  
i run linux for develepment/updating my web site. windows to play renegade.

i have suse linux 9.1 and it is the best i have tried so far. i have tryed 10.1 but it wont install. i have tryed red hat (latest, cant rember which one) but that just stoped working. and i have also tried ubuntu.  
suse 9.1 as you will probly know uses kde or gnome but i prefer kde.

and you are right, the cmd line is always bettetr

---

---

Subject: Re: Possibility of NR for linux!  
Posted by [Nightma12](#) on Mon, 24 Jul 2006 16:45:07 GMT  
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can u try running NR under WINE?

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Subject: Re: Possibility of NR for linux!  
Posted by [danpaul88](#) on Mon, 24 Jul 2006 18:02:50 GMT

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Some linux versions have a GUI, some have an optional GUI, but they are mainly ones for desktop use, the ones used as servers won't have the GUI installed to keep the overhead down.

I have this machine dual-booting with linux, although I rarely use it because it does not support my wireless card fully, so I can't get on the net with it, which sucks...

---

---

Subject: Re: Possibility of NR for linux!

Posted by [jnz](#) on Mon, 24 Jul 2006 18:27:03 GMT

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---

yea unfortunetly linux chooses which wireless network cards it will work with and it is not many.

[QUOTE Nightma12]

can u try running NR under WINE?

[/QUOTE]

of course i can! at the mo my linux box is not on the net but it will be in a week.

---

---

Subject: Re: Possibility of NR for linux!

Posted by [jnz](#) on Mon, 24 Jul 2006 20:09:40 GMT

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right sorry two double post.

i have a version of linux running that i can use and lfd is installed. i just need a link to NR. exe and i will show you what it outputs.

---

---

Subject: Re: Possibility of NR for linux!

Posted by [Nightma12](#) on Mon, 24 Jul 2006 21:28:44 GMT

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[www.NightRegulator.co.uk](http://www.NightRegulator.co.uk)

---

---

Subject: Re: Possibility of NR for linux!

Posted by [jnz](#) on Tue, 25 Jul 2006 00:21:24 GMT

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---

nope, i coulnt get it to work.

---

it installed though, these screenys will be big. sry.

i have another idea though that i think will work, but for now i need to go to bed.

as you will see from my avatar. if you give me the source (or give my a discription of what the code does) i can write it in perl.

i should be able to get the exe running though.

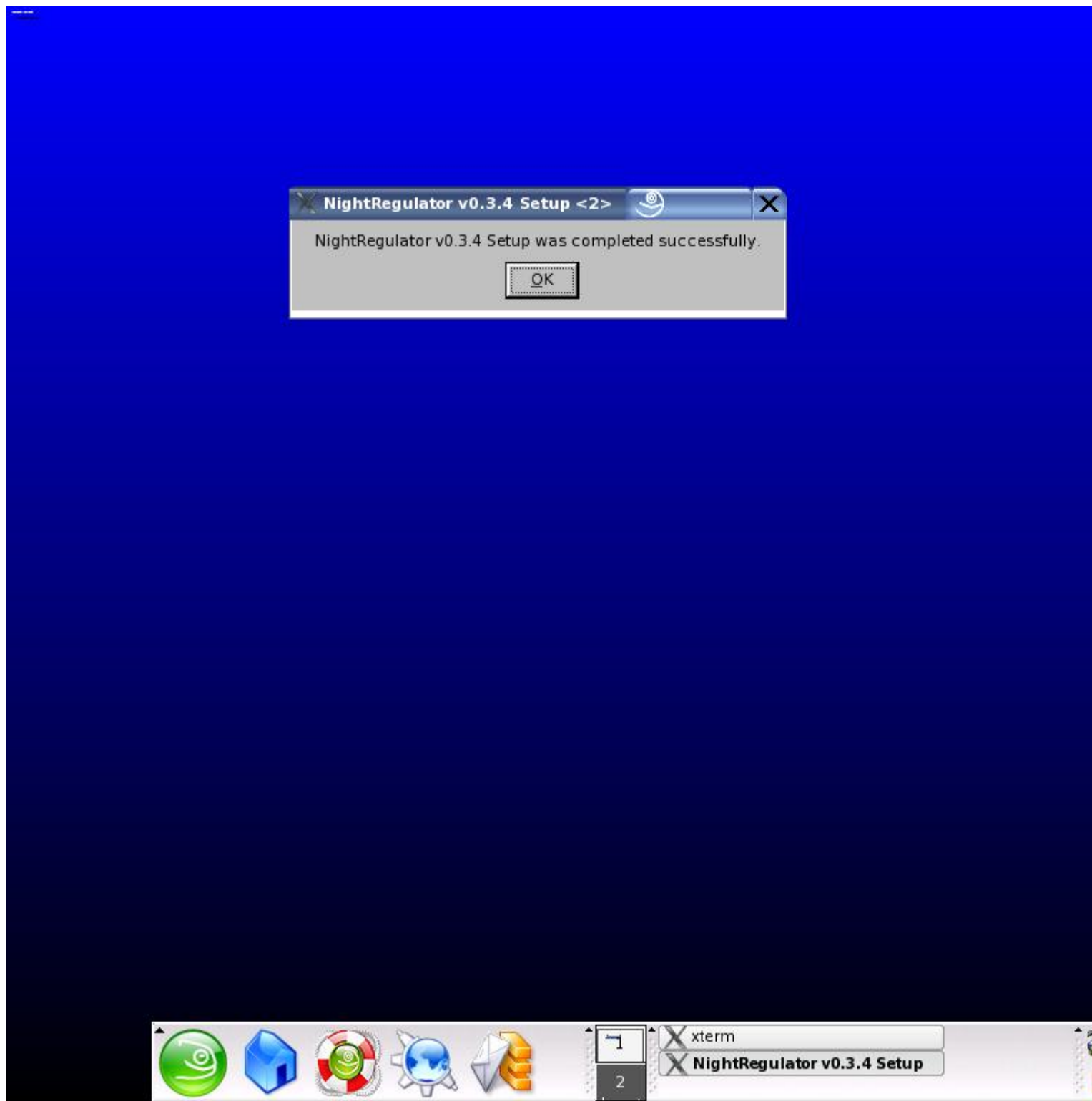
if i do get it working i can do a video tutorial of how to do it.

## File Attachments

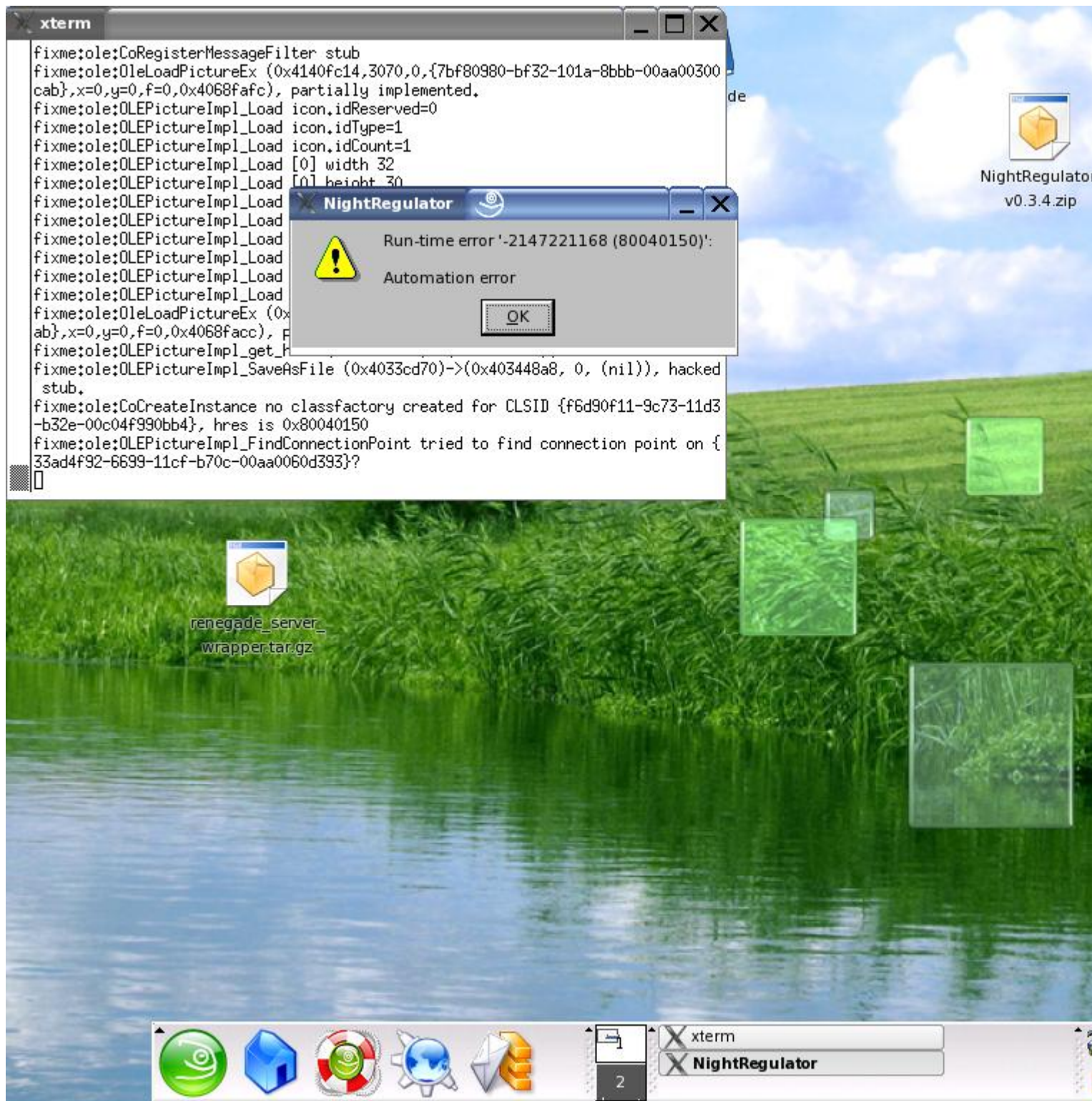
---

1) [successfull.JPG](#), downloaded 574 times





2) [error.JPG](#), downloaded 550 times



3) [wine\\_output.JPG](#), downloaded 530 times



```
xterm
fixme:ole:OleLoadPictureEx (0x4140fc14,3070,0,{7bf80980-bf32-101a-8bbb-00aa00300cab},x=0,y=0,f=0,0x4068fafc), partially implemented.
fixme:ole:OLEPictureImpl_Load icon.idReserved=0
fixme:ole:OLEPictureImpl_Load icon.idType=1
fixme:ole:OLEPictureImpl_Load icon.idCount=1
fixme:ole:OLEPictureImpl_Load [0] width 32
fixme:ole:OLEPictureImpl_Load [0] height 30
fixme:ole:OLEPictureImpl_Load [0] bColorCount 0
fixme:ole:OLEPictureImpl_Load [0] bReserved 0
fixme:ole:OLEPictureImpl_Load [0] xHotspot 1
fixme:ole:OLEPictureImpl_Load [0] yHotspot 24
fixme:ole:OLEPictureImpl_Load [0] dwDIBSize 3040
fixme:ole:OLEPictureImpl_Load [0] dwDIBOffset 22
fixme:ole:OleLoadPictureEx (0x4140fc14,764,1,{7bf80980-bf32-101a-8bbb-00aa00300cab},x=0,y=0,f=0,0x4068facc), partially implemented.
fixme:ole:OLEPictureImpl_get_hPal (0x40343858)->(0x4068fa78): stub
fixme:ole:OLEPictureImpl_SaveAsFile (0x4033cd70)->(0x403448a8, 0, (nil)), hacked stub.
fixme:ole:CoCreateInstance no classfactory created for CLSID {f6d90f11-9c73-11d3-b32e-00c04f990bb4}, hres is 0x80040150
fixme:ole:OLEPictureImpl_FindConnectionPoint tried to find connection point on {33ad4f92-6699-11cf-b70c-00aa0060d393}?
fixme:ole:CoRegisterMessageFilter stub
dan@linux:~/Desktop/Server/Server>
```



---

Subject: Re: Possibility of NR for linux!

Posted by [Nightma12](#) on Tue, 25 Jul 2006 10:11:48 GMT

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---

yeah, guess WINE doesnt support ActiveX dlls then

try installing NR 1.9? that version doesnt have dlls

---

---

Subject: Re: Possibility of NR for linux!

Posted by [jnz](#) on Tue, 25 Jul 2006 23:11:40 GMT

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---

i tried the first versoin and it didnt work. it ran but didnt initialize.

---

---

Subject: Re: Possibility of NR for linux!

Posted by [Nightma12](#) on Wed, 26 Jul 2006 08:19:13 GMT

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---

1.9?

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---

Subject: Re: Possibility of NR for linux!

Posted by [AmunRa](#) on Wed, 26 Jul 2006 09:34:34 GMT

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you may as well give up, the chance of this running on wine fully with absolutly no problems is very small, this is the reason visual basic can really blow ass for large scale programs

---

---

Subject: Re: Possibility of NR for linux!

Posted by [Nightma12](#) on Wed, 26 Jul 2006 11:06:45 GMT

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lol, wine sucks!

---

---

Subject: Re: Possibility of NR for linux!

Posted by [jnz](#) on Wed, 26 Jul 2006 14:16:42 GMT

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their is also another program called Cedega(winex) which is more suted to this, i will test in about a week at the moment i cannot redownload it.

---

---

Subject: Re: Possibility of NR for linux!

Posted by [PackHunter](#) on Wed, 26 Jul 2006 15:27:36 GMT

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---

Maybe you can recode your bot in a language that is platform independend, like.. hmm. perl maybe.

---

---

Subject: Re: Possibility of NR for linux!  
Posted by [Cat998](#) on Wed, 26 Jul 2006 16:26:57 GMT  
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---

PackHunter wrote on Wed, 26 July 2006 17:27Maybe you can recode your bot in a language that is platform independend, like.. hmm. perl maybe.

---

---

Subject: Re: Possibility of NR for linux!  
Posted by [jnz](#) on Wed, 26 Jul 2006 23:38:27 GMT  
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---

if i can understand visual basic, to the extent of this bot. i could recode it in perl, or c++. only using linux headers.

---

---

Subject: Re: Possibility of NR for linux!  
Posted by [AmunRa](#) on Thu, 27 Jul 2006 02:35:16 GMT  
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---

help-linux wrote on Wed, 26 July 2006 19:38if i can understand visual basic, to the extent of this bot. i could recode it in perl, or c++. only using linux headers.  
ha, yea, good luck buddy

---

---

Subject: Re: Possibility of NR for linux!  
Posted by [jnz](#) on Thu, 27 Jul 2006 10:40:59 GMT  
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AmunRa wrote on Thu, 27 July 2006 03:35help-linux wrote on Wed, 26 July 2006 19:38if i can understand visual basic, to the extent of this bot. i could recode it in perl, or c++. only using linux headers.  
ha, yea, good luck buddy

why?

---

Subject: Re: Possibility of NR for linux!  
Posted by [AmunRa](#) on Thu, 27 Jul 2006 11:11:03 GMT  
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help-linux wrote on Thu, 27 July 2006 06:40AmunRa wrote on Thu, 27 July 2006 03:35help-linux wrote on Wed, 26 July 2006 19:38if i can understand visual basic, to the extent of this bot. i could recode it in perl, or c++. only using linux headers.  
ha, yea, good luck buddy

why?

1. NR has soooo much code that it would literally take you forever to code, and manually convert everything.
  2. I honestly think you lack the C++ experience for a project like this.
- 

---

Subject: Re: Possibility of NR for linux!  
Posted by [Nightma12](#) on Thu, 27 Jul 2006 12:27:31 GMT  
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---

Quote:1. NR has soooo much code that it would literally take you forever to code, and manually convert everything.

thats exactly y i havnt recoded it in another language thats more portable.....

---

---

Subject: Re: Possibility of NR for linux!  
Posted by [AmunRa](#) on Thu, 27 Jul 2006 14:47:26 GMT  
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---

Nightma12 wrote on Thu, 27 July 2006 08:27Quote:1. NR has soooo much code that it would literally take you forever to code, and manually convert everything.

thats exactly y i havnt recoded it in another language thats more portable.....

Shouldn't have started it in vb to begin with ^\_^

---

---

Subject: Re: Possibility of NR for linux!  
Posted by [jnz](#) on Thu, 27 Jul 2006 21:22:22 GMT  
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what makes you think i lack c++ experience? (not sarcasically)

---

---

Subject: Re: Possibility of NR for linux!  
Posted by [AmunRa](#) on Thu, 27 Jul 2006 22:38:05 GMT

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help-linux wrote on Thu, 27 July 2006 17:22 what makes you think i lack c++ experience? (not sarcasically)

I don't feel the need to get into a little war with you, this discussion ends here for me.

---

---

Subject: Re: Possibility of NR for linux!

Posted by [jnz](#) on Fri, 28 Jul 2006 12:45:03 GMT

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---

i was just wondering, but you are right im am not that good at c++. that is why im making the HL Bot, i want to get better

---

---

Subject: Re: Possibility of NR for linux!

Posted by [icedog90](#) on Sun, 27 Aug 2006 16:49:42 GMT

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Xorg 7.1 ftw.

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