
Contrib : Palabre Component.

Posted by will - 2007/10/15 20:23

Hello,

To ease the development of a Palabre based game, I've started to develop an AS 2 component to connect to a Palabre server.

Features :

- connect to a server
- changes state when it's disconnected.

Still to do :

- retrying to connect (with parameters)
- make it beautiful.
- handle onData.
- handle sending XML data.

What do you think of it ? (CÃfÂ@lio, I sent it to you by mail).

When it will be finished, connect to a Palabre Server will be as easy as drag&drop the component on the scene.

Is someone interested in helping me to develop this component ?

Rgds,
Will.

The AS2 version of the component is here :

<http://william.lievin.free.fr/palabre/as2Component/>

It's not finished but could be interesting.

I've started to implement an AS3 version here :

<http://william.lievin.free.fr/palabre/as3Component/>

I'd be happy to have some help on this mini project, especially if your familiar with AS3 !

Post edited by: admin, at: 2008/03/13 12:09

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Re:Contrib : Palabre Component.

Posted by admin - 2007/12/03 19:59

Hi,

this sounds good,
I really didn't have any time for Palabre recently, but I will try to have a look at it more seriously.
May I publish your code in this topic ?

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Re:Contrib : Palabre Component.

Posted by Will - 2008/01/09 13:16

Of course you can. But I updated it since then and I will send the updated version to you.

Regards and happy new year.

William.

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Re:Contrib : Palabre Component.

Posted by defucius - 2008/01/15 20:17

hi, i am very interested in this component. is there any chance that you can post it on the web? I'd be happy to help if needed

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Re:Contrib : Palabre Component.

Posted by Will - 2008/02/15 23:36

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Re:Contrib : Palabre Component.

Posted by admin - 2008/02/20 13:57

Thx a lot will !

I'll try to have a look at it quickly.

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Re:Contrib : Palabre Component.

Posted by Thrapple - 2008/09/05 13:43

hi, i am very interested in this componen too.

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Re:Contrib : Palabre Component.

Posted by Gnoll - 2009/02/10 03:45

I am experienced with AS3 and the AS3 XMLSocket if you still need help, you can email me at gnoll@gnollman.com

-Gnoll

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Re:Contrib : Palabre Component.

Posted by daPhyre - 2010/06/22 04:21

Thanks a lot for the code, It has been really helpful.

I work with a Flex AIR-based IDE (minibuilder) since i'm a Linux developer/user, so I've been porting the AS3 code to it... Which is mostly the same, but making all the visual part directly into the code.

Everything works exactly the same, except that instead of a 3-colors MovieClip light for the statusLed, is a single-color Sprite alpha-based light (just to keep simple the code). As soon as I finish the porting, I'll gladly share it.

I'm just right now having troubles to understand how does the PalDebugger works. It would be really helpful if someone could lend me a hand on it. Thanks ;)

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Re:Contrib : Palabre Component.

Posted by daPhyre - 2010/06/22 08:03

All right. I've finished to make the port, it can be found here:

<http://source.octabot.net/palabre/>

I got rid of the PalDebugger because I was never able to understand how it did work. Instead, I've changed it for a simple debugger that works just like the Palabre Chat Client.

I guess it is quite simple, more since is almost the same as the original. But if anyone has any question, I'll be glad to work on them. Hope it helps everyone as the original helped me and everyone else for the last two years.

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