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Subject: scripts.dll 1.8 is being worked on (I need ideas people)

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this code (which isnt a fully functioning script, only a function that other scripts can call, it does work though)

```
typedef GameObject *(*ago) (GameObject *obj);
GameObject *As_PhysicalGameObj(GameObject *obj)
{
#ifdef WIN32
_asm {
mov ecx, obj
mov ebx, [ecx]
mov eax, [ebx+0x24]
call eax
}
#else
#ifdef RH8
char *c = (char *)*(unsigned int *)obj;
c += 0x28;
ago *t = (ago *)c;
ago apgo = *t;
return apgo(obj);
#else
GameObject *o = obj + 4;
char *c = (char *)*(unsigned int *)o;
c += 0x2C;
ago *t = (ago *)c;
ago apgo = *t;
return apgo(obj);
#endif
#endif
}
typedef char *(*Get_Name) (char *ro);
char *Get_Model(GameObject *obj)
{
GameObject *o = As_PhysicalGameObj(obj);
if (o == 0)
{
return "DUMMY";
}
}
#ifdef WIN32
_asm{
mov eax, o
mov ebx, [eax+0x774]
mov ecx, [ebx+0x3C]
mov eax, [ecx]
mov ebx, [eax+0x10]
```

```
    call ebx
}
#else
o+=0x774;
char *p = (char *)*(unsigned int *)o;
p+=0x54;
char *r = (char *)*(unsigned int *)p;
#ifndef RH8
r += 0x1C;
#endif
char *v = (char *)*(unsigned int *)r;
#ifndef RH8
r -= 0x1C;
v += 4;
#endif
v += 0x14;
Get_Name *n = (Get_Name*)v;
Get_Name gn = (Get_Name)*n;
return gn(r);
#endif
}
```

is what I have been working on.  
More stuff like it is to follow.

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