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Subject: Re: editing scripts.dll

Posted by [StealthEye](#) on Fri, 22 Dec 2006 21:42:26 GMT

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Check whether bhs.dll is already loaded

```
if (!GetModuleHandle("bhs.dll"))
{
// First time
}
```

Obviously do this before bhs.dll is loaded in dllmain, as otherwise it would be loaded every time.

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