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Subject: Re: editing scripts.dll

Posted by [jnz](#) on Sat, 23 Dec 2006 02:45:03 GMT

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StealthEye wrote on Fri, 22 December 2006 21:42: 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.

it was a simple answer, although, i have been testing and it works a charm! thanks, i would still be stuck otherwise

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