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Subject: Re: Changelist for scripts.dll 4.0

Posted by [=HT=T-Bird](#) on Sun, 22 Jun 2008 19:56:13 GMT

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Things I want to see:

The rest of current BIATCH functionality incorporated into TT. (There are fixes for some low-probability/high-consequence netcode exploits in recent versions of BIATCH as well as the handy AntiBigHead feature and the PT hack detection. Also, this would be a good time to release our RoF detector.)

Integration between tt.dll and BI's work on plugins (at the very least the two should both be able to be loaded and running at the same time, at best TT.dll should be able to take advantage of our (BI's) work and use it to implement its hook API calls when running on a suitably equipped FDS, and this would allow it to include support for server-side console-command creation and other useful server-side hooks that TT.dll could not provide by itself for client-side security reasons).

Enhanced chathooking (not only chat filtering capabilities, but the ability to obtain the destination of dark blue pages and teamchat messages).

As part of the BI plugin integration, support for a "TT.dll loaded and ready" hook API that early-load DLLs can use to make calls into TT.dll. This will only work on the serverside, of course.

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