
Subject: Re: Information Gathering

Posted by [dr3w2](#) on Tue, 24 Aug 2010 22:22:32 GMT

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Not sure which if all of your questions were based client side or server side.

Anyways this is what I did client side, using shaders.dll

Omar007 wrote on Sun, 22 August 2010 11:55:1. How do I get the server IP when I'm a client through scripts/shaders?

```
int server_ip = The_Game()->IP;
```

The resulting IP is in integer/long notation, you'll have to convert it if you want it string dotted notation. One method of conversion is the following:

```
struct in_addr addr;  
addr.s_addr = The_Game()->IP;  
char *dot_ip = inet_ntoa(addr);
```

Omar007 wrote on Sun, 22 August 2010 11:55:2. How do I get the nickname I'm connecting with scripts/shaders? (a way that works with WOL and DirectConnect)

To my knowledge, this can only be called AFTER the first frame has been drawn. When I tried calling it otherwise I received a null pointer on obj.

```
GameObject *obj = (GameObject *)(*TheStar)->obj;  
char *player_name = Get_Player_Name(obj);
```

Omar007 wrote on Sun, 22 August 2010 11:55:3. Can I easily get the server name through scripts or should I just read the "wGameTitle=" entry in "svrcfg_cnc.ini" (or what other file is selected in server.ini)?

Do you mean xwis/wol server name or server name/title? The following below gets the game title (Ex: n00bstories AOW)

```
char *server_name = WideCharToChar(The_Game()->GameTitle);
```
