Subject: Scripts.dll help
Posted by gibberish on Fri, 25 Jun 2004 21:24:34 GMT
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Silent KaneDon't post code without refering to the copyright, gibberish.

I don't know for sure who wrote the following code: (it wasn't me)

```
void ConsoleCommand(const char *msg)
{
  typedef void (*ConsoleMsg)(const char *);
  ConsoleMsg do_consolemsg;
  do_consolemsg = (ConsoleMsg)0x00428960;
  do_consolemsg(msg);
}

unsigned long GetPlayerData(GameObject *obj)
{
  __asm {
    mov edx, obj
    mov eax, dword ptr[edx + 960h]
  };
}

GetName(unsigned long ptr_)
{
  __asm {
    mov edx, [ptr_]
    mov eax, dword ptr[edx + 758h]
  }
}
```

I should have included the following disclamer with both snippets:
I apologize for this omission.

This file is part of the Server Side AOW Library.

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  modify it under the terms of the GNU General Public License as published by the
  Free Software Foundation; either version 2 of the License, or (at your option)
  any later version.

However in the code I received AOW.cpp no particular copyright is claimed on those three functions.

However if anyone can prove they wrote it I will gladly add a copyright notice for them.

If anyone really wants me to I will post the whole GNU public License here, otherwise you can just go here: http://www.gnu.org/licenses/gpl.html

The remainder of the code is Copyright Gibberish.

The functions:

char *wcstombsnew(LPCWSTR lpszSource)
LPWSTR wcsdupnew(LPCWSTR lpszSource)

Are public domain covered under the Berkley license:

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The remaining functions as derived works are distributed under the original GNU License.