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Subject: Scripts.dll help

Posted by [thinlan](#) on Sat, 19 Jun 2004 19:46:54 GMT

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how do ya make the stealth suit work?

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Subject: Scripts.dll help

Posted by [xptek\\_disabled](#) on Sat, 19 Jun 2004 19:49:03 GMT

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It doesn't work client side.

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Subject: Scripts.dll help

Posted by [thinlan](#) on Sat, 19 Jun 2004 19:51:42 GMT

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lol i know it doesnt.. but.. i made it so if u kill a sbh it drops the stealth suit... and it dont but i know it can cos i played a map once and there was a spawn stealth suit and it worked

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Subject: Scripts.dll help

Posted by [thinlan](#) on Tue, 22 Jun 2004 00:59:14 GMT

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ok well never mind all them.. but is it possible to detect what soemone says ingame using scripts.dll?

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Subject: Scripts.dll help

Posted by [jonwil](#) on Tue, 22 Jun 2004 01:33:23 GMT

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no its not possible.

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Subject: Scripts.dll help

Posted by [xptek\\_disabled](#) on Tue, 22 Jun 2004 01:44:30 GMT

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A certain awesome scripts.dll mod does it by adding new commands to the FDS.

EX: Admin types !kill xptek

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Bot issues renrem kill player

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Subject: Scripts.dll help

Posted by [thinlan](#) on Tue, 22 Jun 2004 02:02:18 GMT

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yes i already knew about that, but i have not the slightest idea how to do it :S

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Subject: Scripts.dll help

Posted by [gibberish](#) on Tue, 22 Jun 2004 09:05:26 GMT

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thinlani have not the slightest idea how to do it

- Spawn a thread inside scripts.dll
- Create a server server socket and listen for incoming connections.
- Open an outgoing socket from your regulator.
- The regulator parses the log file generated by the FDS.
- If the regulator sees a command it forwards it over the socket to the FDS
- Then the thread in scripts.dll queues the command.
- Have a timer set to read the queue from the main thread (every second) and then the main thread executes the command (Kill player, move player, give money .....).

Additionally you can feed information about kills and such back the other way so that the regulator can do stuff with it.

Alternatively just write your regulator in C and compile it into scripts.dll that way you don't have to spawn any threads or do any network programming.

But the disadvantage is that if you need to update the regulator you have to stop the FDS.

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Subject: Scripts.dll help

Posted by [thinlan](#) on Tue, 22 Jun 2004 19:59:48 GMT

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ok im still a bit of a newbie at scripts and C++ stuff, so whats that in english?

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Subject: Scripts.dll help

Posted by [gibberish](#) on Tue, 22 Jun 2004 21:02:36 GMT

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The first option requires Multi-Threaded Socket Programming this is an advanced area. Don't bother even trying to do it unless you are a experianced C++ programmer. This leaves you with

the second option:

In English the second option is:

When the FDS (Free Dedicated Server) is running it writes a log file containing many things that happen in the game.

What you need to do is get the source code for scripts.dll.

Then add some new code to it to read the log file.

That way when someone chats something it will appear in the log.

Your program will read the log and hence know it must do something....

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Subject: Scripts.dll help

Posted by [thinlan](#) on Wed, 23 Jun 2004 05:30:44 GMT

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ok im getting no where with it.. how can u add a command to the fds so u can renrem it like xptek was saying?

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Subject: Scripts.dll help

Posted by [thinlan](#) on Wed, 23 Jun 2004 05:32:41 GMT

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also is it possible to increase the vehicle limit using scripts.dll cos that would be so Ownage

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Subject: Scripts.dll help

Posted by [gibberish](#) on Wed, 23 Jun 2004 08:38:16 GMT

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thinlanok im getting no where with it.. how can u add a command to the fds so u can renrem it like xptek was saying?

Don't, just call ConsoleCommand

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

Eg: ConsoleCommand("MSG Hello World")

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Subject: Scripts.dll help

Posted by [thinlan](#) on Wed, 23 Jun 2004 09:18:50 GMT

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well take for example that !kill command.. if i wanted to make one of those.. appart from the confusing things stated earlyer how could i make a new fds command.. like when someone type !kill thinlan, blazeregulator or what ever can renrem kill thinlan, and the issue the Apply\_Damage command to kill em.. i mean i know how to do the apply damage stuff i just dont know how to make the new fds command, or can u use Consolecommand to do that?

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Subject: Scripts.dll help

Posted by [Tidu](#) on Wed, 23 Jun 2004 15:06:47 GMT

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thinlanalso is it possible to increase the vehicle limit using scripts.dll cos that would be so Ownage

That would lag the game a lot;

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Subject: Scripts.dll help

Posted by [xptek\\_disabled](#) on Wed, 23 Jun 2004 18:30:25 GMT

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I can make the vehicle limit unlimited, it's not done with scripts.dll though. If you have a good enough server and a good enough computer there's no lag.

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Subject: Scripts.dll help

Posted by [Spice](#) on Wed, 23 Jun 2004 18:53:43 GMT

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that would be pretty sweet if the Renalert Team increased there vehicle limit to about 10. If you can set higher standards and not just make a unlimited amount.

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Subject: Scripts.dll help

Posted by [gibberish](#) on Wed, 23 Jun 2004 19:28:59 GMT

thinlan!kill thinlan

I don't know of a way to do it from the console however if you want to do it from the chat (F2) then !kill the only other code you need is the code to get a player name:

```
unsigned long GetPlayerData(GameObject *obj)
{
    if (!obj)
        return 0;

    __asm {
        mov edx, obj
        mov eax, dword ptr[edx + 960h]
    };
}

LPCWSTR GetName(unsigned long ptr_)
{
    if (!ptr_)
        return NULL;

    __asm {
        mov edx, [ptr_]
        mov eax, dword ptr[edx + 758h]
    };
}

LPSTR GetPlayerNameA(GameObject *obj)
{
    LPCWSTR lpszSource = GetName(GetPlayerData(obj));

    return wcstombsnew(lpszSource);
}

LPCWSTR GetPlayerNameW(GameObject *obj)
{
    return (LPCWSTR) GetName(GetPlayerData(obj));
}

char *wcstombsnew(LPCWSTR lpszSource)
{
    if (!lpszSource)
        return NULL;

    // Add 1 to include null terminator
```

```

size_t stLen = wcslen(lpszSource);
size_t stZero = stLen + 1;

// Calculate how much space is needed
size_t stNew = wcstombs(NULL, lpszSource, stZero);

if (stNew == ((size_t) -1))
    return NULL;

char *lpszTarget = new char [stNew + 1];

wcstombs(lpszTarget, lpszSource, stZero);

return lpszTarget;
}

// Version of wcsdup that uses new instead of malloc
LPWSTR wcsdupnew(LPCWSTR lpszSource)
{
if (!lpszSource)
    return NULL;

// Copy the wide string
size_t st_len = wcslen(lpszSource);
LPWSTR lpszTarget = new WCHAR[st_len + 1];
wcscpy(lpszTarget, lpszSource);

return lpszTarget;
}

```

Everything you need is now in this thread.

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Subject: Scripts.dll help  
Posted by [xptek\\_disabled](#) on Wed, 23 Jun 2004 19:32:32 GMT  
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So, using this code you can simply type !kill and it kills them?

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Subject: Scripts.dll help  
Posted by [gibberish](#) on Wed, 23 Jun 2004 19:38:05 GMT  
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xptekSo, using this code you can simply type !kill and it kills them?

No he still needs to put all the pieces together.

But all the pieces are there.

With a bit of work he should be able to:

- Read the log file
- Parse the command
- Locate the player
- Apply the damage.
- Print out a message about what happened

Its a good programming exercise

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Subject: Scripts.dll help

Posted by [xptek\\_disabled](#) on Wed, 23 Jun 2004 19:38:59 GMT

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Well then, that counts me out.

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Subject: Scripts.dll help

Posted by [Phoenix - Aeon](#) on Wed, 23 Jun 2004 19:50:01 GMT

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Fuck, from the looks of things it's not hard to run the kill either, it's the player locate coding that takes up lines.

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Subject: Scripts.dll help

Posted by [gibberish](#) on Wed, 23 Jun 2004 20:07:13 GMT

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Phoenix - AeonFuck, from the looks of things it's not hard to run the kill either, it's the player locate coding that takes up lines.

Its still a significant project it will probably take a newbie at least a couple of days of work to put it all together.

But after doing it you will have a good grasp of scripts.dll programming.

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Subject: Scripts.dll help

Posted by [thinlan](#) on Wed, 23 Jun 2004 22:48:19 GMT

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This is starting to get very very confusing

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Subject: Scripts.dll help  
Posted by [Sir Kane](#) on Fri, 25 Jun 2004 14:43:49 GMT  
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Don't post code without refering to the copyright, gibberish.

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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 disclaimer with both snippets:



I apologize for this omission.

This file is part of the Server Side AOW Library.

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You should have received a copy of the GNU General Public License along with the Server Side AOW Library; if not, write to the Free Software Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA\*/

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:

<http://www.opensource.org/licenses/bsd-license.php>

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

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Subject: Scripts.dll help  
Posted by [Sir Kane](#) on Fri, 25 Jun 2004 22:00:14 GMT  
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---

GetPlayerData and GetName are mine. And I don't care about some shitty licenses.

---

Subject: Scripts.dll help  
Posted by [mac](#) on Fri, 25 Jun 2004 22:03:09 GMT  
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I wrote ConsoleCommand, with help from Silent Kane. I gave it originally to vloktboky.

---

Subject: Scripts.dll help  
Posted by [gibberish](#) on Sat, 26 Jun 2004 00:23:03 GMT  
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The previous code is copyright Silent Kane and Mac,

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Subject: Scripts.dll help  
Posted by [thinlan](#) on Sun, 27 Jun 2004 10:30:50 GMT  
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ok i spent like 3 days just looking at that code.... and only 1 word came to mind.. that was.. Eh?

---

Subject: Scripts.dll help  
Posted by [PermaGrin](#) on Sun, 27 Jun 2004 11:02:24 GMT  
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looks to me that you are biting off more than you can chew, thin.

---

Subject: Scripts.dll help  
Posted by [thinlan](#) on Sun, 27 Jun 2004 16:16:17 GMT  
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Hey i didnt know it would be this difficult! i made other stuff using scripts.dll i thought id step it up a bit!

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