
Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [jonwil](#) on Sun, 15 Aug 2004 12:27:33 GMT
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Just got the last scripts to test (all 40 of them... although not all of those need to be tested before I can release

For now, here is the readme file for BHS.DLL to wet your appetite.
BHS.DLL is a new dll created by Blackhand Studios to go alongside the custom scripts.dll and provide
gameplay fixes, new console commands and other enhancements. Basicly, all the stuff we are
doing that
requires code to run client-side, sending data over the network or patches to the code.

BHS.DLL adds the following new console commands:
ID displays the name and ID of all players matching a specified string (e.g. ID jon matches jonwil and jonathan and abcjon but not abcjoe). Passing no string means "print all players".
PAMSG sends an admin message to a particular player
PPAGE sends a page to a particular player
SNDP plays a .wav sound (which can be from the always.dat of whichever mod is involved or one stored directly in the renegade data folder) for a specific player
SNDA is like SNDP but plays the sound for everyone
TEAM changes the team of a given player to the specified team. If they are already that team, nothing will happen
TEAM2 changes the team of a given player to the specified team. If they are already that team, nothing will happen. Unlike TEAM, it doesnt reset their score or cash.
DONATE takes a specified amount of cash from one player and gives it to another player
EXIT exits renegade
VERSION sends a message to the client of the specified player. The client then responds with a message indicating if bhs.dll is installed (and its version), this is then displayed on the console

EXIT runs client-side only.
ID runs both client-side and server-side.
everything else is server-side only.
All commands will work even if BHS.DLL is not installed on the client except the SNDP and SNDA commands.

Also, BHS.DLL fixes the following script commands to work in multiplayer:

Set_Animation
Set_Animation_Frame
Enable_Stealth
Create_Explosion
Create_Explosion_At_Bone
Set_Fog_Enable
Set_Fog_Range
Set_War_Blitz
Fade_Background_Music
Set_Background_Music

Stop_Background_Music
Create_Sound
Create_2D_Sound
Create_2D_WAV_Sound
Create_3D_WAV_Sound_At_Bone
Create_3D_Sound_At_Bone
Play_Building_Announcement

BHS.DLL also adds versions of the following script commands (named with _Player at the end and called directly without the Commands-> in front) which take a GameObject and activate for the player represented by that object. Should that object not represent a player, nothing happens,.

Fade_Background_Music
Set_Background_Music
Stop_Background_Music
Enable_Radar
Display_GDI_Player_Terminal
Display_NOD_Player_Terminal
Set_Screen_Fade_Color
Set_Screen_Fade_Opacity

All of the commands except Create_Explosion and Create_Explosion_At_Bone require the client to have BHS.DLL (and scripts.dll) installed.

In some cases, not having it will render the map useless (e.g. they miss out on being able to access PTs because of the Display_Player_Terminal commands or they dont get their radar disabled by Enable_Radar and gain an advantage) but in others (e.g. if Create_Sound is used to play sounds), it doesnt matter.

As mentioned below, use JFW_BHS_DLL if you want BHS.DLL to be required for the map.

Also, BHS.DLL contains working Poke in multiplayer. This means that a script can respond to the Poked event and machines

other than the host can walk up to the object and use the action key on it. Like the script command fixes, this only works if the client has BHS.DLL installed.

Note that if you build a map that uses features such as Poke or Stealth or other "client is required" items

(i.e. if the client doesnt have bhs.dll installed, the map is unusable or not having it gives an advantage like with Enable_Stealth),

put the script JFW_BHS_DLL on an object in the map somewhere (something like a special Daves Arrow is good since its created on map startup).

This script prints a message to the console which regulators such as BrenBot can use to kick players without BHS.DLL installed.

BHS.DLL also features working radio command icons in multiplayer for all clients who have BHS.DLL installed.

The linux version of BHS.DLL also contains a fix to make the IP address display properly in the

PLAYER_INFO console command.

And it contains a new logfile which has the same name as the regular renlog file but with bhs_ at the front.

This file will contain all f2/f3 console messages and also all "xxx changed teams" messages. (this fixes the LFDS bugs where those messages may not be logged properly).

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [FynexFox](#) on Sun, 15 Aug 2004 13:38:03 GMT
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BAWSOME! Nice job Jonwil, youve done it again!

FIRST POST!

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [Sir Kane](#) on Sun, 15 Aug 2004 14:04:39 GMT
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You mean, I Have done it. All of that expect a few things were done by me.

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [WNxPunk](#) on Sun, 15 Aug 2004 14:08:43 GMT
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drules

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [Drkpwn3r](#) on Sun, 15 Aug 2004 14:34:59 GMT
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Silent Kane You mean, I Have done it. All of that expect a few things were done by me. Just let it go... You're only bringing down your own rep. in arguing about it, I can see that some people know when it's useless to fight about something. :rolleyes:

Also, great work jonwil, keep it up

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [Renx](#) on Sun, 15 Aug 2004 14:48:15 GMT
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Silent Kane did an good job on those commands, they work great

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [Try_lee](#) on Sun, 15 Aug 2004 14:57:43 GMT
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Yup they're good... Shame they removed the n00b command though. Now that was a good use of the thingy!

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [Renx](#) on Sun, 15 Aug 2004 16:11:15 GMT
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I don't see the harm in it....it's funny. Unless it uses some sort of crazy engine call that can't be released to the public :S

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [NeoX](#) on Sun, 15 Aug 2004 16:43:38 GMT
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Thats not a console command...thats a command with the irc server....

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [Renx](#) on Sun, 15 Aug 2004 16:48:51 GMT
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IRC commands trigger console commands...

EDIT: Oh, you're thinking of the brenbot !n00b command, this is different. Lookie:

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [xpTek](#) on Sun, 15 Aug 2004 16:49:39 GMT
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Edit: No Image for this ID!

It was done as a console command as well.

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [Sir Kane](#) on Sun, 15 Aug 2004 16:55:27 GMT
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Please don't link to screenshots from my gallery without asking me.

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [xptek](#) on Sun, 15 Aug 2004 16:57:48 GMT
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Sorry. I'll make sure to ask next time.

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [Sir Kane](#) on Sun, 15 Aug 2004 17:01:28 GMT
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Here's a save version of the screenshot:

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [snipesimo](#) on Sun, 15 Aug 2004 18:02:38 GMT
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Did you fix or implement and document the bug SK refused to touch?

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [Sir Kane](#) on Sun, 15 Aug 2004 18:08:54 GMT
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I already added it to my dll.

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [snipesimo](#) on Sun, 15 Aug 2004 18:12:30 GMT
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Okay, thank you.

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [jonwil](#) on Mon, 16 Aug 2004 03:00:34 GMT

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snipesimo, which bug are you refering to?

The next version of RenGuard will feature checks on the dlls in the renegade folder (since there are dlls there that can be used to run code on the client).

scripts.dll 1.9 plus bhs.dll 1.9 will be on the approved list, as will all dlls from westwood. (those that come with ren itself)

as will the various Miles Sound System enhancements (some of which will ne in Core Patch 1)

And the RTPatch patching engine we are using for the core patches (patchw32.dll)

And anything else Blackhand Studios releases.

Any unauthorized dll files wont be allowed in.

And, unless something has changed since I last talked to the team, the dll from Silent_Kane is not authorized.

Subject: scripts.dll and bhs.dll 1.9 is almost ready

Posted by [snipesimo](#) on Mon, 16 Aug 2004 03:15:19 GMT

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wee.log being put on your C: drive. Document the feature, make it gamechat_date.txt and put it in the Renegade directory. It currently contains all the in-game text from a game played.

Subject: scripts.dll and bhs.dll 1.9 is almost ready

Posted by [Sir Kane](#) on Mon, 16 Aug 2004 03:39:19 GMT

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Then your DLL isn't allowed either, since it's mine.

Subject: scripts.dll and bhs.dll 1.9 is almost ready

Posted by [xptek](#) on Mon, 16 Aug 2004 04:07:39 GMT

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jonwilAny unauthorized dll files wont be allowed in.

And, unless something has changed since I last talked to the team, the dll from Silent_Kane is not authorized.

That really doesn't seem fair. If Silent Kane's DLL is legit then it should be allowed regardless of personality conflicts.

Subject: scripts.dll and bhs.dll 1.9 is almost ready

Posted by [Spice](#) on Mon, 16 Aug 2004 05:28:43 GMT

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Did you ever get the MP3 player working? Nice Job both of you.

Subject: scripts.dll and bhs.dll 1.9 is almost ready

Posted by [Crimson](#) on Mon, 16 Aug 2004 05:52:11 GMT

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It's not legit. It contains code that would allow a server admin to cheat in his own game.

Subject: scripts.dll and bhs.dll 1.9 is almost ready

Posted by [Aircraftkiller](#) on Mon, 16 Aug 2004 06:03:42 GMT

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Not like they can't without it...

Subject: scripts.dll and bhs.dll 1.9 is almost ready

Posted by [Crimson](#) on Mon, 16 Aug 2004 06:09:23 GMT

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There are for more things they can do with the DLL than without.

Subject: scripts.dll and bhs.dll 1.9 is almost ready

Posted by [Sir Kane](#) on Mon, 16 Aug 2004 07:14:51 GMT

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You wouldn't really think that I release the newer version with the stuff that allows server side cheats, would you? All versions containing my new (mroe stable) net code for SC/CS data exchange won't go public as dev build.

And server owners can easily cheat with scripts.dll anyways.

A small thread reading a text file and then executing script commands can be done in no time.

Subject: scripts.dll and bhs.dll 1.9 is almost ready

Posted by [Crimson](#) on Mon, 16 Aug 2004 08:02:31 GMT

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I guess I just can't understand why we have literally bribed and begged you for months to get this done and now you finally do it.

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [Sir Kane](#) on Mon, 16 Aug 2004 08:08:21 GMT
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Noone is pushing me now, so I have actually fun working on the stuff.
And I also don't have to handle with certain persons now.

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [theplague](#) on Mon, 16 Aug 2004 08:14:53 GMT
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well, by logic you won't play a server with cheating admins!

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [Crimson](#) on Mon, 16 Aug 2004 16:06:32 GMT
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Silent Kane is banned from these forums until he ceases and desists releasing anything as Blackhand Studios.

Subject: scripts.dll and bhs.dll 1.9 is almost ready
Posted by [Pendulum](#) on Mon, 16 Aug 2004 16:33:45 GMT
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:rolleyes:

I'll try out the new dll
