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Subject: read gamelog from scripts.dll  
Posted by [sycar](#) on Wed, 28 Jun 2006 23:07:03 GMT  
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i know its possible im just not sure how so if someone could point me in the right direction or give me some example code that would be great!

but how can i get the scripts.dll to read the gamelogs, basically i want to create my own custom commands in scripts.dll so you get the idea.

Cheers buffymaniack

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Subject: Re: read gamelog from scripts.dll  
Posted by [theplague](#) on Wed, 28 Jun 2006 23:54:04 GMT  
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well, heres a clue, you gotta do it line, by line. As in, everytime you read it, you gotta load the whole file, then set the position you wanna read from.

```
long last_line = 0;
ifstream gamelog("example_gamelog_name.txt"); // gamelog names do change, your gonna have
to generate the correct names
if (gamelog.is_open()) {
    std::string line;
    gamelog.seekg (last_line, ios::beg); // puts it back to the last read position
    while (!gamelog.eof()) { // reads until the end of file is reached
        getline(gamelog,line); // saves a line into a string 'line' to do with as you wish
    }
    gamelog.seekg(0, ios::end); // sets the pointer to the last point in the file
    last_line = gamelog.tellg(); // saves the last point into the variable 'last_line'
} else {
    printf("Error occured, gamelog unreadable.\n");
}
```

and all this could be within a function and called every X time period, or whenever checking of new lines is needed.

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Subject: Re: read gamelog from scripts.dll  
Posted by [Whitedragon](#) on Thu, 29 Jun 2006 00:11:59 GMT  
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Reading gamelog from scripts.dll is pointless. All the information that is in gamelog is available through various scripts.dll functions that your stuff can also use.

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Subject: Re: read gamelog from scripts.dll  
Posted by [theplague](#) on Thu, 29 Jun 2006 02:32:38 GMT  
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-\_- yes, the awesome page and player leave hooks...

theres a hack way around the player leave, but page is just, from what i can see, not possible

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Subject: Re: read gamelog from scripts.dll  
Posted by [Whitedragon](#) on Thu, 29 Jun 2006 05:00:11 GMT  
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Those arent in gamelog either.

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Subject: Re: read gamelog from scripts.dll  
Posted by [Whitedragon](#) on Thu, 29 Jun 2006 05:03:10 GMT  
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Those arent in gamelog either.

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Subject: Re: read gamelog from scripts.dll  
Posted by [sycar](#) on Thu, 29 Jun 2006 22:09:35 GMT  
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sorry my mistake when i said gamelog, i actually meant renlog so i can view chat etc. and create a on command system for example custom kill commands etc. so i can go about getting it to view the renlog and if a certain command is there it will perform what i want it to.

But how within scripts.dll can i get it to run that function every 10 seconds or something. I mean im familiar with loops etc. im just unsure how to get it to run a function within a .dll every x amount of secs.

Thanks buffymaniack

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Subject: Re: read gamelog from scripts.dll  
Posted by [jonwil](#) on Thu, 29 Jun 2006 23:12:08 GMT  
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For 2.9, I am going to add a hook that will get called everytime something is written to the console. Maybe you could use that to get your "renlog" parsing.

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Subject: Re: read gamelog from scripts.dll  
Posted by [dead6re](#) on Fri, 30 Jun 2006 07:14:08 GMT  
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If you want to check the text that someone is saying, have a look at the Chat Hook.

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Subject: Re: read gamelog from scripts.dll  
Posted by [theplague](#) on Sat, 01 Jul 2006 01:40:36 GMT  
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wd, i made a mistake about the page's but player leave is in the renlog. page is in the bhs logs, which is still a log.

what confuses me is if bhs.dll can get pages, why can't it be made into a hook? or is there a deeper reason?

ChathookAddChatHook(hook); /\* add this someplace at the execution of the scripts, like in dllmain's section where it loads the bhs.dll functions and stuff. or even when ObjectHookClass's start is called\*/

```
const char *WideCharToChar(const wchar_t *wcs); // this is in engine.h/.cpp so no need to redo the whole body
void hook(int id, int type, const wchar_t *msg) {
    // type 0 = normal chat
    // type 1 = team chat
    if (type == 2) return; // don't want ppage's to show as chat
    std::string text = WideCharToChar(msg);
    // phrase the message
}
```

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Subject: Re: read gamelog from scripts.dll  
Posted by [sycar](#) on Sat, 01 Jul 2006 10:08:47 GMT  
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ok thanks for that, i found that the ssaow already claims the right to the chat hook, and from bhs.txt says only one hook can be in use at one time, so i guess I'll have to embed it inside the ssaow chat hook.

unless anyone knows different?  
thanks buffymaniack

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