
Subject: Idea for new structure on scripts.dll 3.0
Posted by [Nightma12](#) on Mon, 07 Aug 2006 18:54:48 GMT
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Heya!

i have an idea for a new structure on scripts.dll 3.0, since on 2.9.2 you cannot mix + match the bhs.dll's, i have no way of updating them to the latest bhs.dll so that NR can use the commands in it without fucking up SSAOW or any custom scripts the server owner may have

at the moment this is how it works:

scripts.dll = SSAOW, SSCTF, Jonwils scripts + anything else
scripts2.dll = Westwoods Scripts

as you can probably tell, i can update the scripts.dll ot the latest of jonwils scripts without removing ssaow or anything similar and then NR will not have access to the new commands in bhs.dll

so heres what i suggest:

scripts.dll = SSAOW, SSCTF or anything else the server owner adds
scripts2.dll = Jonwils Scripts
scripts3.dll = Westwoods Scripts

by default, (and on the client) scripts.dll itself will just be a blank dll that calls scripts2 + scripts3, and all WD would have to do would be to edit that dll and add his code

if it was done this way, when NR needs commands that are in a later version of bhs.dll, NR or any other bot.... could update bhs.dll as well as scripts2.dll

suggestions/comments plz?

Subject: Re: Idea for new structure on scripts.dll 3.0
Posted by [Cat998](#) on Mon, 07 Aug 2006 19:35:50 GMT
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Nightma12 wrote on Mon, 07 August 2006 20:54since on 2.9.2 you cannot mix + match the bhs.dll's

It's not since 2.9.2, you should never mix them in ANY version.

I think it would be too difficult to have 3 dlls,

because you would need to export everything in one dll, so

that the other one can use it.

Subject: Re: Idea for new structure on scripts.dll 3.0
Posted by [Nightma12](#) on Tue, 08 Aug 2006 00:37:16 GMT
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im sure its not that hard...

and also what might be a better idea...

scripts2 = scriptsJW.dll
scripts3= scriptsWW.dll

instead...? perhaps that would be easier?

Subject: Re: Idea for new structure on scripts.dll 3.0
Posted by [Cat998](#) on Tue, 08 Aug 2006 00:53:56 GMT
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well, scripts.dll is opensource, you can do whatever you want

Subject: Re: Idea for new structure on scripts.dll 3.0
Posted by [=HT=T-Bird](#) on Wed, 09 Aug 2006 00:22:54 GMT
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Actually, shouldn't we do a Renegade version of HL's MetaMod? (i.e. full-blown admin plugins that can be run in parallel) Such an endeavor would open up many possibilities...how about a version of DS/DA that lives within the FDS itself?

Subject: Re: Idea for new structure on scripts.dll 3.0
Posted by [Whitedragon](#) on Wed, 09 Aug 2006 23:53:54 GMT
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I've thought about doing something like this before, however it won't fix the problems with mixing different versions of scripts.dll and bhs.dll.

Subject: Better Idea
Posted by [CdCyBoRg](#) on Thu, 10 Aug 2006 18:45:21 GMT
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Or.. Jon Wil dont take all the credit for Bhs.dll and he makes the program public so others can edit in there own way.

Subject: Re: Better Idea

Posted by [Cat998](#) on Thu, 10 Aug 2006 20:17:33 GMT

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CdCyBoRg wrote on Thu, 10 August 2006 20:45Or.. Jon Wil dont take all the credit for Bhs.dll and he makes the program public so others can edit in there own way.

There is no need to do that.

Subject: Re: Idea for new structure on scripts.dll 3.0

Posted by [Caveman](#) on Thu, 10 Aug 2006 21:32:59 GMT

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Quote:CdCyBoRg wrote on Thu, 10 August 2006 20:45

Or.. Jon Wil dont take all the credit for Bhs.dll and he makes the program public so others can edit in there own way.

That was totally out of line, wasn't needed at all. If it wasn't for JonWil we wouldn't have the commands we have today.

Have some respect.

Subject: Re: Better Idea

Posted by [Dan](#) on Sat, 12 Aug 2006 14:46:06 GMT

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CdCyBoRg wrote on Thu, 10 August 2006 14:45Or.. Jon Wil dont take all the credit for Bhs.dll and he makes the program public so others can edit in there own way.

That's not why bhs.dll is kept private. As far as I know, bhs.dll is closed source because it contains code such as what is used to create new console commands. And if that sort of code was open source then it would be much easier for people to write some pretty nasty cheats.

Subject: Re: Idea for new structure on scripts.dll 3.0

Posted by [jonwil](#) on Sat, 12 Aug 2006 14:49:56 GMT

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Yes, there is code in bhs.dll that could definatly help cheaters.

Subject: Re: Better Idea

Posted by [jnz](#) on Sun, 13 Aug 2006 07:38:52 GMT

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Dan wrote on Sat, 12 August 2006 15:46CdCyBoRg wrote on Thu, 10 August 2006 14:45Or.. Jon Wil dont take all the credit for Bhs.dll and he makes the program public so others can edit in there own way.

That's not why bhs.dll is kept private. As far as I know, bhs.dll is closed source because it contains code such as what is used to create new console commands. And if that sort of code was open source then it would be much easier for people to write some pretty nasty cheats.

i was going to say something along the lines of that... i was going to say if poeple new how to create command someone somewhere would screw everything up and blame jonwil for it, or start nagging for help.

Subject: Re: Idea for new structure on scripts.dll 3.0

Posted by [dead6re](#) on Sun, 13 Aug 2006 10:50:31 GMT

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```
ConsoleCommand::ConsoleCommand()
```

```
{  
  __asm {  
    lea eax, this  
    push eax  
    mov ecx, 0xAddress  
    mov eax, 0xAddress  
    call eax  
  }  
}
```

A little help.

Subject: Re: Idea for new structure on scripts.dll 3.0

Posted by [jnz](#) on Sun, 13 Aug 2006 14:43:05 GMT

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so you can create your owncommands? woot!

and the other woot is:
dead6re

```
__asm {  
    lea eax, this  
    push eax  
    mov ecx, 0xAddress  
    mov eax, 0xAddress  
    call eax  
}
```

assembler!!!! i never though this is possible, though the "__" suggests that it is a compiler statment???

Subject: Re: Idea for new structure on scripts.dll 3.0
Posted by [dead6re](#) on Sun, 13 Aug 2006 15:13:46 GMT
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__ASM means in is Inline Assembler.

Subject: Re: Idea for new structure on scripts.dll 3.0
Posted by [jnz](#) on Sun, 13 Aug 2006 18:42:54 GMT
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```
ConsoleCommand::ConsoleCommand()  
{  
    __asm {  
        lea eax, this  
        push eax  
        mov ecx, 0xAddress  
        mov eax, 0xAddress  
        call eax  
    }  
}
```

so would this function do? if called?

Subject: Re: Idea for new structure on scripts.dll 3.0

Posted by [dead6re](#) on Mon, 14 Aug 2006 07:45:53 GMT

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Nothing very much at the moment because your missing the rest of the code. The function is currently the constructor of my ConsoleCommand class. It would register my ConsoleCommand to the program if called.

Subject: Re: Idea for new structure on scripts.dll 3.0

Posted by [jnz](#) on Mon, 14 Aug 2006 08:08:48 GMT

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iv got to learn assembler...

Subject: Re: Idea for new structure on scripts.dll 3.0

Posted by [dead6re](#) on Mon, 14 Aug 2006 08:57:13 GMT

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Not Easy, My current project is Reserved Slots for Renegade. I'm very close to releasing publically.

Subject: Re: Idea for new structure on scripts.dll 3.0

Posted by [jnz](#) on Thu, 17 Aug 2006 02:21:51 GMT

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what is your project?

Subject: Re: Idea for new structure on scripts.dll 3.0

Posted by [dead6re](#) on Thu, 17 Aug 2006 13:26:29 GMT

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I said Reserved Slots, I just need a way of getting a name from direct connect if it is possible.

Subject: Re: Idea for new structure on scripts.dll 3.0

Posted by [Caveman](#) on Thu, 17 Aug 2006 13:50:26 GMT

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regex? I remember a friend of mine had a problem with people that have spaces in their name.. He said something about regex.

Subject: Re: Idea for new structure on scripts.dll 3.0
Posted by [jnz](#) on Thu, 17 Aug 2006 14:36:52 GMT
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i mean what will it do?

Subject: Re: Idea for new structure on scripts.dll 3.0
Posted by [Caveman](#) on Thu, 17 Aug 2006 14:43:00 GMT
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After a couple weeks of very hard work, I am able to present Reserved Slots to you.

Basically this allows any user to join the game if they have access using any the the last four slots in the game if the game is already full.

Just to warn you all, this is still in a BETA stage, so any bugs you find, please let me know. This also only works for the Windows RenegadeFDS.

Subject: Re: Idea for new structure on scripts.dll 3.0
Posted by [jnz](#) on Fri, 18 Aug 2006 03:52:47 GMT
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cool
