
Subject: editing scripts.dll
Posted by [jnz](#) on Fri, 22 Dec 2006 18:39:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

i need to find a place in scripts.dll 2.92 that is only executed ONCE. for some reason, it is executed 3 times. i have tried using global variables to stop it executing.

Subject: Re: editing scripts.dll
Posted by [Zion](#) on Fri, 22 Dec 2006 18:47:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

PINFO?

That's executed once per player, just make sure one player is in the server.

ID is also executed once.

Subject: Re: editing scripts.dll
Posted by [jnz](#) on Fri, 22 Dec 2006 18:51:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

im sorry i wasn't very specific.

when the server starts up, i need a place that i executed once. for some reason everywhere i try its executed 3 times. so i can initialize a program.

Subject: Re: editing scripts.dll
Posted by [danpaul88](#) on Fri, 22 Dec 2006 19:15:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

use a boolean variable to check if its run or not.

static bool hasStarted = false;

```
if ( !hasStarted )
{
    ....
    hasStarted = true;
}
```

since it is static you don't need to bother making it global.

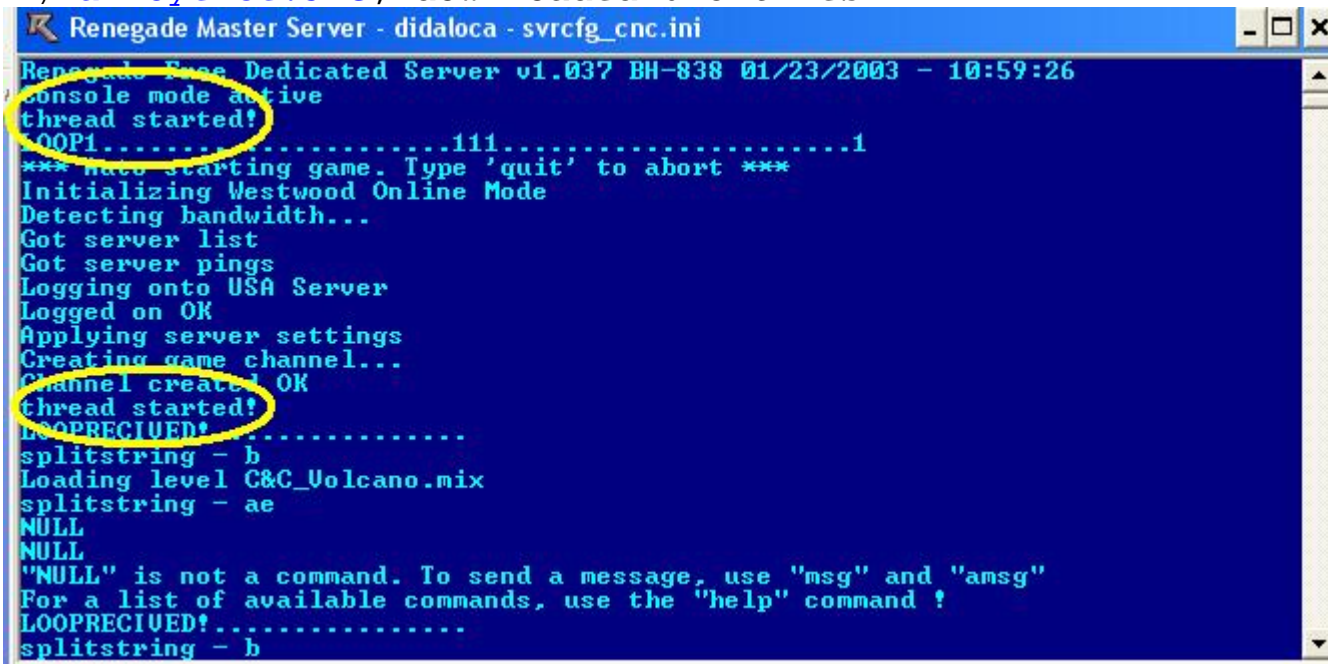
Subject: Re: editing scripts.dll
Posted by [jnz](#) on Fri, 22 Dec 2006 19:53:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

i don't know what is happening but that didnt work.

this is really annoying, and i think tmp files is going to be the only answer.

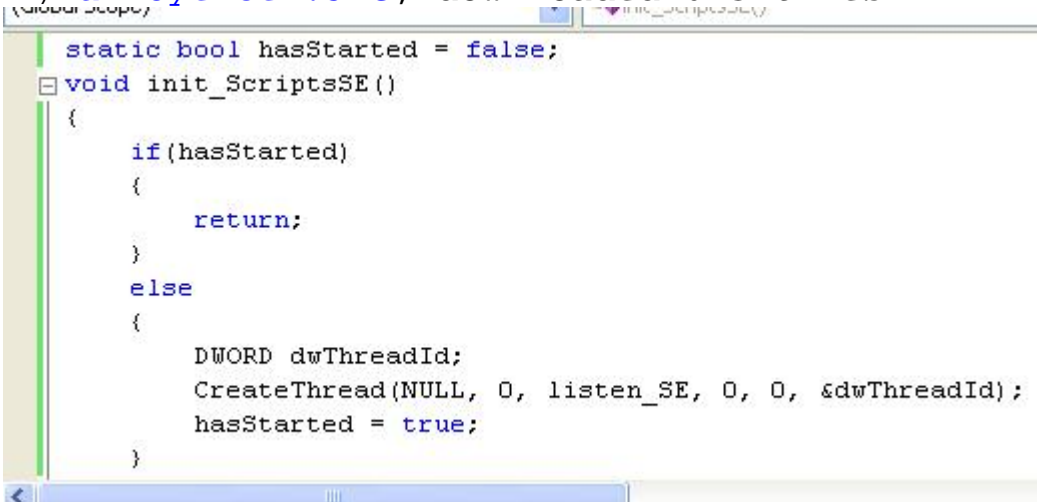
File Attachments

1) [annoyance.JPG](#), downloaded 618 times



```
Renegade Master Server - didaloca - svrcfg_cnc.ini
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
console mode active
thread started!
LOOP1.....111.....1
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Detecting bandwidth...
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
thread started!
LOOPRECIUED!
splitstring - b
Loading level C&C_Volcano.mix
splitstring - ae
NULL
NULL
"NULL" is not a command. To send a message, use "msg" and "amsg"
For a list of available commands, use the "help" command !
LOOPRECIUED!
splitstring - b
```

2) [annoyance2.JPG](#), downloaded 613 times



```
static bool hasStarted = false;
void init_ScriptsSE()
{
    if(hasStarted)
    {
        return;
    }
    else
    {
        DWORD dwThreadId;
        CreateThread(NULL, 0, listen_SE, 0, 0, &dwThreadId);
        hasStarted = true;
    }
}
```

Subject: Re: editing scripts.dll
Posted by [saberhawk](#) on Fri, 22 Dec 2006 19:56:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

scripts.dll is loaded once on server startup, then unloaded and reloaded when starting a game.

Subject: Re: editing scripts.dll
Posted by [jnz](#) on Fri, 22 Dec 2006 19:58:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

so you know how i can detect when it is loaded to start the game?

Subject: Re: editing scripts.dll
Posted by [danpaul88](#) on Fri, 22 Dec 2006 20:19:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

declare the static bool INSIDE the function, not outside of it

Subject: Re: editing scripts.dll
Posted by [jnz](#) on Fri, 22 Dec 2006 20:32:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

i tried it both ways, and still. it gets called twice

Subject: Re: editing scripts.dll
Posted by [saberhawk](#) on Fri, 22 Dec 2006 21:30:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Look up interprocess synchronization via mutex.

Subject: Re: editing scripts.dll
Posted by [StealthEye](#) on Fri, 22 Dec 2006 21:42:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Check whether bhs.dll is already loaded

```
if (!GetModuleHandle("bhs.dll"))
{
    // First time
}
```

Obviously do this before bhs.dll is loaded in dllmain, as otherwise it would be loaded every time.

Subject: Re: editing scripts.dll
Posted by [jnz](#) on Fri, 22 Dec 2006 22:41:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

ahh, thanks!

EDIT: i tried all the different type of communication. but i couldn't find a good enough tutorial on one.

Subject: Re: editing scripts.dll
Posted by [Cat998](#) on Fri, 22 Dec 2006 23:43:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

gamemodding wrote on Fri, 22 December 2006 20:58so you know how i can detect when it is loaded to start the game?

danpaul, your knowledge of C++ is pretty bad.
All variables are getting destroyed when the dll is loaded another time. you they don't have their old value.

Subject: Re: editing scripts.dll
Posted by [jnz](#) on Sat, 23 Dec 2006 02:45:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Fri, 22 December 2006 21:42Check whether bhs.dll is already loaded

```
if (!GetModuleHandle("bhs.dll"))  
{  
    // First time  
}
```

Obviously do this before bhs.dll is loaded in dllmain, as otherwise it would be loaded every time.

it was a simple answer, although, i have been testing and it works a charm! thanks, i would still be stuck otherwise

Subject: Re: editing scripts.dll

Posted by [danpaul88](#) on Sat, 23 Dec 2006 13:18:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cat998 wrote on Fri, 22 December 2006 23:43danpaul, your knowledge of C++ is pretty bad. All variables are getting destroyed when the dll is loaded an other time. you they don't have their old value.

I don't usually work with .dll files, in a normal program static variables are static...

Subject: Re: editing scripts.dll

Posted by [jnz](#) on Sat, 23 Dec 2006 14:05:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

dan, im guessing...im not too sure how this works.

when the dll is reloaded, ALL of the variables are destroyed. but somehow my thread isn't

Subject: Re: editing scripts.dll

Posted by [danpaul88](#) on Sat, 23 Dec 2006 14:18:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am assuming that the thread remains intact because of the fact that it IS a separate thread.

Threads do not rely on each other to remain alive, unlike the parent->child relationship you can have with processes. You need to manually code something to close your thread once the .dll closes (I assume there is a function called when the .dll closes, so you should be able to use that)

Subject: Re: editing scripts.dll

Posted by [saberhawk](#) on Sat, 23 Dec 2006 19:15:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

dllmain.cpp, search for DLL_PROCESS_DETACH, put the code to kill your thread in there

Subject: Re: editing scripts.dll

Posted by [jnz](#) on Thu, 04 Jan 2007 10:35:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

will do. thanks

since this is about scripts.dll i have a question, is scripts 3.1 stable? and what benifits will it have on a FDS?
