
Subject: ssgm dde hook problem

Posted by [neofmat](#) on Sat, 05 Jan 2008 04:17:39 GMT

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

Hello all,

I'm trying to run the example plugin via vs 2005. Everything works fine but the following function is not being called. I like to hide the custom chat hook commands from being passed to console. Anyone encountered that error ? I thought the example would work on its own without any modification :\

(ssgm_version.ini)

[Version]

SSGM=2.0.2

Scripts=3.4.1

BHS=3.4

```
//Hook into SSGM's DDE channel.
```

```
//Return false to stop it from being passed to the console.
```

```
DLLEXPORT bool SSGM_DDE_Hook(const char *DDE) {
```

```
    printf("SSGM_DDE_Hook called %s\n",DDE);
```

```
    TokenClass Text(DDE);
```

```
    if (Text[1] == "test") {
```

```
        printf("\n%s\n" command called with parameters: \"%s\"\n",Text[1].c_str(),Text(2).c_str());
```

```
        return false;
```

```
    }
```

```
    return true;
```

```
}
```

Subject: Re: ssgm dde hook problem

Posted by [Genesis2001](#) on Sat, 05 Jan 2008 16:21:19 GMT

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

It should work on it's own but I don't think it's recommended to be built right out of the box. Some assembly required (coding). I tried building it right out the box and the server crashed >_<

~MathK1LL

Subject: Re: ssgm dde hook problem

Posted by [neofmat](#) on Sat, 05 Jan 2008 16:50:38 GMT

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

u probably forgot to copy the Example.ini file to server directory.

Subject: Re: ssgm dde hook problem
Posted by [neofmat](#) on Mon, 07 Jan 2008 07:22:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Any one else ? Is there ssgm forum somewhere ?

Subject: Re: ssgm dde hook problem
Posted by [reborn](#) on Mon, 07 Jan 2008 12:12:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

neofmat wrote on Mon, 07 January 2008 02:22: Any one else ? Is there ssgm forum somewhere ?

Closest thing to it:

<http://forums.black-cell.net/index.php?board=17.0>

Subject: Re: ssgm dde hook problem
Posted by [danpaul88](#) on Mon, 07 Jan 2008 14:01:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Probably a daft question, but did you actually turn DDE on? AFAIK it's disabled until manually enabled, hence the event would never get called because DDE is not enabled...

Are you sure you don't want RenRem hooks instead, if your looking to try and get console commands?

Subject: Re: ssgm dde hook problem
Posted by [neofmat](#) on Tue, 08 Jan 2008 20:29:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

I did not turn on the DDE .. How do i do that ?

So excited to actually get it to work

Subject: Re: ssgm dde hook problem
Posted by [danpaul88](#) on Tue, 08 Jan 2008 21:11:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well if I am right (I might not be) you need to give the DDE channel a name in the ssgm.ini config file, and also possibly enable an option to make it run. But having never used it I can't say for sure.

```
Quote:: DDEName=  
;  
; Changes the name of the DDE channel. The DDE channel allows you to execute console  
commands on your server through DDE.  
;  
; The DDE channel uses the following settings:  
; Service = Name specified below  
; Topic = "FDSCommand"  
; Item = "Command"  
;  
; So, for example, if you wanted to send a console command to the FDS from mIRC, you would  
type the following into mIRC:  
; "/dde <DDEName> FDSCommand Command <Command here>"  
;  
; Set to 0 to disable.  
; Windows FDS only.
```

DDEName=RenegadeFDS

Also note that it is for the Windows FDS only.

Subject: Re: ssgm dde hook problem
Posted by [neofmat](#) on Wed, 09 Jan 2008 00:48:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just tried it but still doesn't work. I do see "dde channel initialize" on the console window but the chat hook commands still show up for all players :\ I just want to hide the custom chat commands.

Subject: Re: ssgm dde hook problem
Posted by [Genesis2001](#) on Wed, 09 Jan 2008 04:29:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Mon, 07 January 2008 07:01: Are you sure you don't want RenRem hooks instead, if you're looking to try and get console commands?

O.O

/me is interested... lol

~MathK1LL

Subject: Re: ssgm dde hook problem
Posted by [danpaul88](#) on Wed, 09 Jan 2008 08:56:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I assume RenRem hooks exist, I don't really pay much attention to what's in SSGM these days.

As for preventing messages from going to clients, even if they get processed through DDE they still get sent to clients, you have to do some tricky manipulation to prevent that, which I have never bothered to try and do so don't ask me how it's done ^^ But I am not sure it would work in a plugin...

Subject: Re: ssgm dde hook problem
Posted by [neofmat](#) on Wed, 09 Jan 2008 16:03:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

the default plugin example has the following comment so I'm hoping its possible.

```
//Hook into SSGM's DDE channel.  
//Return false to stop it from being passed to the console.
```

Can someone pm me whitedragon's email please ? I can't seem to be able to register on black-cell.net :\

Subject: Re: ssgm dde hook problem
Posted by [=HT=T-Bird](#) on Thu, 10 Jan 2008 00:05:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

- 1) WD is available via IRC. (look in #the-lounge on BC or #bhs_support on NS)
 - 2) Why, oh why, has nobody given the (coding) masses the ability to create proper console commands? (Ghostshaw and I have plans to change the situation outside the scripts.dll though.)
-

Subject: Re: ssgm dde hook problem
Posted by [Cat998](#) on Thu, 10 Jan 2008 13:17:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

=HT=T-Bird wrote on Thu, 10 January 2008 01:052) Why, oh why, has nobody given the (coding)

masses the ability to create proper console commands? (Ghostshaw and I have plans to change the situation outside the scripts.dll though.)

I think jonwil didn't do that because it could be abused on the client scripts.dll to do things that start with a 'c'.

Subject: Re: ssgm dde hook problem

Posted by [=HT=T-Bird](#) on Thu, 10 Jan 2008 23:12:48 GMT

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

Cat998 wrote on Thu, 10 January 2008 07:17=[HT=T-Bird](#) wrote on Thu, 10 January 2008 01:052)
Why, oh why, has nobody given the (coding) masses the ability to create proper console commands? (Ghostshaw and I have plans to change the situation outside the scripts.dll though.)

I think jonwil didn't do that because it could be abused on the client scripts.dll to do things that start with a 'c'.

Yeah, yeah...I know the drill...Rene needs a massive security upgrade... (and I hope we can get our little secret rolled out the door soon)

Subject: Re: ssgm dde hook problem

Posted by [Genesis2001](#) on Sat, 12 Jan 2008 00:42:00 GMT

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

[=HT=T-Bird](#) wrote on Thu, 10 January 2008 16:12(and I hope we can get our little secret rolled out the door soon)

O.O

/me haxxes BI's coders' computers and steals this uber secret! =D

lol

~MathK1LL
