Subject: A couple of programming questions
Posted by AmunRa on Sun, 07 Jun 2009 13:22:10 GMT
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Two questions.

is it possible to make one console application interact with one another? (like send commands etc.)

how do I find out what parameters and stuff a dll has so I can use it in my program

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Subject: Re: A couple of programming questions
Posted by CarrierII on Sun, 07 Jun 2009 13:37:48 GMT
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DLL's should have header files available, if they don't, the writer doesn't intend you to use it.

You could get the console applications to interact by using windows messages (fairly nasty) or doing some trick involving writing to text files... (very bad programming practice)

Can't you roll the two applications into one?

Subject: Re: A couple of programming questions
Posted by AmunRa on Sun, 07 Jun 2009 13:41:54 GMT
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no, the other program is a console ded server for halo, i just wanna use it to send commands to the server.

Subject: Re: A couple of programming questions
Posted by CarrierII on Sun, 07 Jun 2009 14:07:43 GMT
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Then you'll probably need to find or reverse engineer the protocool details yourself, and send commands via 127.0.0.1.

If, like Renegade, there is a RenRem.exe type application (IE, another EXE which takes command line parameters and sends the correct packet to the specified destination) then you can use that.
(That's how BrenBot works, I think)

Subject: Re: A couple of programming questions
Posted by AmunRa on Mon, 08 Jun 2009 17:14:31 GMT

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function QueryInterface(riid: ^GUID; out ppvObj: ^^VOID); stdcall;
  function AddRef: UI4; stdcall;
  function Release: UI4; stdcall;
  function GetTypeInfoCount(out pctinfo: ^UINT); stdcall;
  function GetTypeInfo(itinfo: UINT; lcid: UI4; out pptinfo: ^^VOID); stdcall;
  function GetIDsOfNames(riid: ^GUID; rgszNames: ^^I1; cNames: UINT; lcid: UI4; out rgdispid:
^I4); stdcall;
  function Invoke(dispidMember: I4; riid: ^GUID; lcid: UI4; wFlags: UI2; pdispparams:
^DISPPARAMS; out pvarResult: ^Variant; out pexcepinfo: ^EXCEPINFO; out puArgErr: ^UINT);
stdcall;
  function sendText(out console: ^BSTR; out Command: ^BSTR): Bool; stdcall;
  function SysDir: BSTR; stdcall;

this is from the dll i was talking about
i found all this in the resource editor of pe explorer. does it carry any significance?

Subject: Re: A couple of programming questions
Posted by CarrierII on Tue, 09 Jun 2009 15:23:47 GMT

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Assuming the DLL is related to the server, which I'm sure it isn't (Reverse engineering is a
violation of the license, I would not doubt) then I could guess that the sendText function might do
what you want, maybe.