Subject: [Scripts] DNS
Posted by raven on Mon, 28 Dec 2009 15:40:12 GMT
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I made this for someone really quickly, thought I'd post it here.

Source for DNS.dll is provided, source for raven_resources does not contain any scripts.dll code and is closed source at the moment.

Quote:Installation:

1. Copy DNS.dll and raven_resources.dll to your FDS directory
2. Open SSGM.ini and find the [Plugins] section. Add DNS to that section.
3. Restart/Start your FDS.
4. Complete.

Format:

[DNS] nickname -> hostname

```
File Attachments
1) DNS.dll.rar, downloaded 345 times
```

Subject: Re: [Scripts] DNS
Posted by reborn on Mon, 28 Dec 2009 15:54:58 GMT
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It's nice that the closed source part is threaded. I think a nice example of a multi-threaded .dll would be cool for a plug-in, so others can learn. I struggled with it the first time (which was only a few weeks ago, lol).
Very cool. Interested in the functions in this thread 'HostCheckThread'.

Good release man!

Subject: Re: [Scripts] DNS
Posted by Sladewill on Mon, 28 Dec 2009 16:20:10 GMT
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nice work

Subject: Re: [Scripts] DNS
Posted by raven on Mon, 28 Dec 2009 16:26:54 GMT
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Thanks guys

I do plan on releasing the source to raven_resources.dll at some point.. there's a lot of redundant and old code in there that I want to remove and I need to clean it up a bit first

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Subject: Re: [Scripts] DNS
Posted by resistor1 on Mon, 28 Dec 2009 17:10:04 GMT
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So this is the thing that's been screwing me over everytime I evade bans. Nice job, you're an amazing coder Raven.

Subject: Re: [Scripts] DNS
Posted by -Xv- on Mon, 28 Dec 2009 18:13:06 GMT
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resistor1 wrote on Mon, 28 December 2009 12:10So this is the thing that's been screwing me over everytime I evade bans. Nice job, you're an amazing coder Raven.

lol

Subject: Re: [Scripts] DNS
Posted by Goztow on Mon, 28 Dec 2009 19:42:14 GMT
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resistor1 wrote on Mon, 28 December 2009 18:10So this is the thing that's been screwing me over everytime I evade bans. Nice job, you're an amazing coder Raven.
How nice of you to screw up everyone in your area with the same ISP trying to play Ren.

Subject: Re: [Scripts] DNS
Posted by resistor1 on Mon, 28 Dec 2009 20:49:21 GMT
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I'm from the hood, they are all out hustling christmas presents and killin ppl.

Subject: Re: [Scripts] DNS
Posted by Gen_Blacky on Mon, 28 Dec 2009 23:26:05 GMT
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resistor1 wrote on Mon, 28 December 2009 13:49I'm from the hood, they are all out hustling christmas presents and killin ppl.

your like 14 or 16 stfu. Your mom bought you an e computer.

Subject: Re: [Scripts] DNS
Posted by resistor1 on Tue, 29 Dec 2009 00:39:59 GMT
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LOL

Subject: Re: [Scripts] DNS
Posted by Kimb on Tue, 29 Dec 2009 01:47:57 GMT
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goztow wrote on Mon, 28 December 2009 14:42How nice of you to screw up everyone in your area with the same ISP trying to play Ren.
really?

Subject: Re: [Scripts] DNS
Posted by appshot on Tue, 29 Dec 2009 01:55:13 GMT
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lmao loki!

Subject: Re: [Scripts] DNS
Posted by Goztow on Tue, 29 Dec 2009 07:33:41 GMT
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Kimb wrote on Tue, 29 December 2009 02:47goztow wrote on Mon, 28 December 2009 14:42How nice of you to screw up everyone in your area with the same ISP trying to play Ren.
really?
If it works like I think it does: yes.

Subject: Re: [Scripts] DNS
Posted by raven on Tue, 29 Dec 2009 11:55:54 GMT
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Yes and no. This provides the basis for someone to write a BR plugin or an mIRC bot to handle DNS bans. I also have a version (if anyone wants it) where the hostname variable is exported and

available for import into DNS.dll.. this would enable you to create your own ini-based ban system.

Calling a few more functions in raven_resources.dll, you could even make it deny the connection right away, rather than the normal player join -> check against list -> ban

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Subject: Re: [Scripts] DNS
Posted by Gen_Blacky on Thu, 18 Feb 2010 08:01:13 GMT
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I added your dns plugin to a plugin im working on but it still looks for dns.dll it works fine when you put dns.dll in your server folder but its not even being used. Can you fix it so it doesn't look for dns.dll. I guess it dosent matter i just didnt want load another plugin lol. Im working on a br plugin to ban a dns and add into a database but if you already have a system that would be great.