Subject: TMSG Bug - Patched DLL Attached
Posted by sycar on Tue, 06 Sep 2011 19:51:35 GMT
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Hey guys,

By all means correct me if someone knows otherwise. But from what I can tell from scripts 3.2 onwards the console command "TMSG" no longer seems to be performing as expected; and rather than sending a message in teamchat from the specified player as BHS.txt suggests ("TMSG will send a team message as though it came from the specified player"), it creates a private message from that player to the Host.

Was this a purposeful change in scripts which was undocumented, or an unintentional addition. If anyone has a workaround to this, or an alternative method to create a team message from a specified player - Then i'd love to hear it!

Thanks,
sycar

Subject: Re: TMSG
Posted by sycar on Wed, 07 Sep 2011 01:01:28 GMT
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Just as an update.

After talking to StealthEye regarding this, it was confirmed that this was an undetected problem since scripts 3.2 onwards. He's confirmed they will now fix it for the 4.0 TT release, and with some (Much Appreciated!) guidance from StealthEye I've patched the core bhs.dll 3.4.4, to include this fix.

He's said I'm more than welcome to post the updated bhs.dll publically so here it is!

NOTE: This is the original 3.4.4 BHS.dll with a single modification to make the TMSG command work again.

sycar

File Attachments
1) bhs.dll, downloaded 83 times

Subject: Re: TMSG Bug - Patched DLL Attached
Posted by reborn on Wed, 07 Sep 2011 09:41:17 GMT
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I thought the source to bhs.dll 3.4.4 was long lost!

Nice find and release.

Subject: Re: TMSG Bug - Patched DLL Attached
Posted by jonwil on Wed, 07 Sep 2011 09:54:07 GMT
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This isn't fixed with the source, its fixed by binary edits to the DLL as far as I know.

Subject: Re: TMSG Bug - Patched DLL Attached
Posted by sycar on Wed, 07 Sep 2011 13:52:53 GMT
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JW's correct. This is a binary fix, afaik the source to 3.4.4 is still lost unfortunately.