Subject: [Code] Sending WOL pages without the PAGE console command
Posted by iRANian on Wed, 25 Apr 2012 16:43:06 GMT

Something simple I figured out while trying to find a way to check if a player is on WOL with the FDS. This does the same thing that the PAGE console command does internally. Not sure about any issues. Guess this could be useful to someone..

```
RENEGADE_FUNCTION
void Page_WOL_User(WideStringClass Name, WideStringClass Message)
AT2(0x004D5100, 0x004D5100);

REF_DEF2(WWOnlineInstance, int, 0x0082EEBC, 0x0082EEBC);

void Page_WOL_User_Wrapper(WideStringClass Name, WideStringClass Message)
{
 int pointer = WWOnlineInstance;

 _asm
 {
  push Message
  push Name
  mov ecx, pointer
  call Page_WOL_User
 }

// Page_WOL_User(Name, Message);
}
```

Use it like:

Page_WOL_User_Wrapper("Iran", "sup bro");

Subject: Re: [Code] Sending WOL pages without the PAGE console command
Posted by jonwil on Wed, 25 Apr 2012 18:02:47 GMT

Your code doesn't do any of the right checks (like making sure that WOL is active

Not sure what it does that is better than the PAGE console command.

I just wish I knew more about the inner workings of the Renegade WOL code.

Subject: Re: [Code] Sending WOL pages without the PAGE console command
Posted by iRANian on Wed, 25 Apr 2012 18:19:48 GMT
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I know.

Subject: Re: [Code] Sending WOL pages without the PAGE console command
Posted by halo2pac on Fri, 27 Apr 2012 00:49:51 GMT
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How did you have the ability to stumble upon this? And can this be expanded into interacting the the WOL IRC channel that the FDS creates?

Subject: Re: [Code] Sending WOL pages without the PAGE console command
Posted by iRANian on Fri, 27 Apr 2012 12:21:10 GMT
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I just checked what function the PAGE console command calls to send the actual page and what's in the ecx register, yeah it's possible to play around with that but I have no idea how it works, other than it uses a "request and callback" system like WOLAPI does and you have WOLGameModeClass functions calling equivalent WWOnline:: functions.