Subject: [Dragonade] Enabling Private Chat
Posted by Neijwiert on Wed, 11 Oct 2017 20:17:28 GMT
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This plugin is now obsolete. Since WhiteDragon does not update Dragonade anymore, I've decided to memory patch the da.dll instead. The included da.dll is exactly the same as the original da.dll v1.9 except it has 4 bytes NOP-ed out that are responsible for blocking private chat. I've created this so that people stop asking me about an update.

For those people wondering: I'm not actively back yet, I'm still busy with my graduation.

EDIT: Don't worry you can just copy this dll over any 'later Dragonade versions'. Every version after and including v1.9 that dBlaney has released has an unchanged da.dll.

```
File Attachments
1) da.dll, downloaded 294 times
```

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by PGS-PC on Thu, 12 Oct 2017 15:07:42 GMT
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Doesn't work with DA. Only shows when you PM yourself and not others.

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by Neijwiert on Thu, 12 Oct 2017 18:22:31 GMT
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PGS-PC wrote on Thu, 12 October 2017 08:07Doesn't work with DA. Only shows when you PM yourself and not others.

Hmm I need someone to test this with then. Admitted, I did only test this while pming myself. i assumed that to others would work as well.

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by Neijwiert on Thu, 12 Oct 2017 21:30:40 GMT
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Ok I now see what's going on. Without Dragonade this plugin works just fine. Apparently Dragonade does some stuff with the messaging in da.dll. Need to hook that shit too in case of dragonade and then call the dragonade chat event i guess?

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin

Posted by Neijwiert on Thu, 12 Oct 2017 22:08:18 GMT
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Well I know how to 'fix' it, correct me if I'm wrong, but seeing the source code of Dragonade kind of tells me that all legacy SSGM plugins already receive private messages in the OnChat event when Dragonade is running. So you'd only need this plugin when Dragonade is not running on the server and you want to see private chat.

EDIT: Ignore what I've said it doesn't...

```
 if ( receiverPlayerClass && (PlayerID != receiverID_1 || (unsigned
__int8)DAEventManager::Chat_Event(v5, 2, v15, receiverID_1)) )
```

I will make the fix...

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by Neijwiert on Fri, 13 Oct 2017 11:50:23 GMT
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Ok so here's the thing. I updated it to work with both SSGM and Dragonade at the same time. It will detect Dragonade and will then perform the appropriate steps. But the funny thing is I discovered this weird 'glitch' where in normal 'vanilla' fds it would output the private message twice. Well turns out this isn't a glitch and vanilla fds 4.5 just puts all private messages through.

@JonWil I don't know if this is a mistake on your side, but if it is, you should take a look at the function at address 0x1217D3D0 at the bottom. You forgot to check if the message type is of type TEXT_MESSAGE_PRIVATE

I updated the dll, re-download if you had the previous version. Still update even though you didn't use Dragonade. I also fixed some bugs.

EDIT:
In fact I'm pretty sure its a mistake. SSGM can't even handle private chat:

SSGMGameLog::Log_Gamelog("CHAT;%s;%d;%ls", type, Commands->Get_ID(player),
Message);

Where type = char type[8];
It is never initialized, so this is a serious bug.

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by jonwil on Fri, 13 Oct 2017 13:36:57 GMT
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Because our build infrastructure and symbol server is down, I have no way to know what function that address matches to so I cant see what its doing, why its doing it or who made it do what its doing.

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by jonwil on Fri, 13 Oct 2017 13:40:28 GMT
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Actually after checking the chat hook code a bit, it looks like it was WhiteDragon who was responsible for removing the private message check although I have no clue why he did it (it happened as part of his work to make all those hooks support multiple instances and its unclear if it was intentional or if it was unintentional)

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by Gen_Blacky on Fri, 13 Oct 2017 15:51:35 GMT
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Pretty sure it was intentional. I never asked him about it but don't think he liked people being able to see private messages. Private chat would only trigger pm to ones self and the Host.

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by Jerad2142 on Fri, 13 Oct 2017 17:05:45 GMT
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Personally I was never a fan of it either when you could spy on people's private messages.

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by shaitan on Fri, 13 Oct 2017 17:57:31 GMT
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It was removed this whole time because of that reasoning? That makes sense now, prior to DA we were able to turn that on or off. If you remember Blacky, you had your own working brenbot version you'd added too.

That was always a moderator tool that in extreme circumstances came in handy. There's PM abuse that goes on and unless someone has their own proof...we can't deal with it. There's been shitloads of times that would've come in handy to turn on for 2 players.

Are any of you able to bypass that particular section so it works again?

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by Neijwiert on Fri, 13 Oct 2017 19:11:08 GMT
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Either way something needs to be done. SSGM cant handle the private chat and it probably reads beyond the buffer. It is really weird that Dragonade is less free in capabilities than vanilla imo. So what is it going to be now allowed or not allowed?

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by shaitan on Fri, 13 Oct 2017 19:25:57 GMT
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Right now the whole thing is moot, rencorner DA is on 4.3 scripts still.
Yes, I'd like to be able to have that as a functionality.
It can be done different ways at showing up: logs, console, secret channel, turn on/off per players as I mentioned.

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by dblaney1 on Fri, 13 Oct 2017 20:26:41 GMT
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I think blacky updated your da to 4.5 actually. I ported DA to 4.5.

Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by Neijwiert on Fri, 13 Oct 2017 20:32:48 GMT
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Updated plugin. It now does version checking. Compatible with stock/vanilla 4.3/4.4/4.5 and DA 1.9/1.92

Added new option in SSGM.ini/da.ini
LogEveryone = 1

Set LogEveryone to true to log everyone, else log everybody flagged with the PCH command, see below:

New console command PCH <clientId> - Enables or disables private chat logging for client (ignored when LogEveryone is set to 1)

Redownload to take effect, obviously...

Subject: Re: [SSGM 4.3/4.4/4.5 | DA 1.9/1.92 Plugin] PrivateChatHookPlugin

Posted by [shaitan](#) on Fri, 13 Oct 2017 23:06:50 GMT
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That sneaky bugger, I'd made a copy of it last week for testing, it was 4.3.

Subject: Re: [SSGM 4.3/4.4/4.5 | DA 1.9/1.92 Plugin] PrivateChatHookPlugin
Posted by [Gen_Blacky](#) on Sat, 14 Oct 2017 00:30:30 GMT
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Yea I did. I posted a changelog guess you didn't even read that .

If you throw this on the server all the old private chat logging and commands should work without changing anything.

Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin] PrivateChatHookPlugin
Posted by [Neijwiert](#) on Sat, 14 Oct 2017 18:20:20 GMT
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Previous version was completely broken and I somehow did not notice that in my tests. Updates plugin to work correctly with version checking and it is now compatible with vanilla/stock TT 4.2.4 and Dragonade 1.8.1.

Also added 2 new ini settings: ChatEventAddress and ChatHookEventVectorAddress.
Do not add these to your ini or set them to anything other than 0 unless you know what you're doing.

Also added functionality to PCH command: pch all. Will print out all players currently being logged when used with pch <playerId>.

@JonWil it seems that the transition from TT v4.2.4 to 4.3 removed the TEXT_MESSAGE_PRIVATE check.

Redownload in original post.

EDIT: Ignore last minute bug found. Download removed until fixed, don't have time now.

EDIT 2: Fixed.

Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin] PrivateChatHookPlugin
Posted by [Neijwiert](#) on Sun, 15 Oct 2017 12:39:17 GMT
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Another update that does not affect anything for the people that didn't use ChatEventAddress and ChatHookEventVectorAddress. I made it more reliable for the address checking.

Added another variable: VanillaHasPrivateChatCheck. Also should not be added to ssgm.ini/da.ini or always set to 0 if you don't know what you're doing.

Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin] PrivateChatHookPlugin
Posted by Neijwiert on Sun, 15 Oct 2017 17:47:50 GMT
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Updated plugin:

Split the console command into 3 separate commands:
PCHALL - Prints all names for players currently being logged
PCHADD <clientId> - Enables private chat logging for client
PCHREMOVE <clientId> - Disables private chat logging for client

And made source available. see original post.

Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin] PrivateChatHookPlugin
Posted by shaitan on Tue, 17 Oct 2017 22:20:04 GMT
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[17:06:21] PrivateChatHookPlugin: Failed to version check

I only see that in the renlog, nothing shows in the console with pages. It shows the people in the pchall, you can add/remove, but that's it.
Current settings: [PrivateChatHookPlugin]
ShowPrivateChatInConsole=1
LogEveryone=1

I've tried setting it to 0 and 1, same thing of not showing pages. It's in ssgm.ini, da.ini and our other just to see if any would work.
It's your latest download link in the top post.

Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin] PrivateChatHookPlugin
Posted by Neijwiert on Tue, 17 Oct 2017 22:26:14 GMT
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Are you running a custom build for scrips.dll? For either stock or dragonade? If so then obviously it fails to version check. You need to manually enter the address.

Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin]
PrivateChatHookPlugin
Posted by Neijwiert on Wed, 18 Oct 2017 14:41:25 GMT
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Some information when you are running a custom Scripts.dll for either Stock or Dragonade:

You will need to manually enter the address in ssgm.ini/da.ini for the
ChatHookEventVectorAddress variable.

How do I get this address if I don't have any knowledge about reverse engineering:

- Stock
Add these lines anywhere in SSGMGameManager::Init

DWORD_PTR moduleBase = reinterpret_cast<DWORD_PTR>(GetModuleHandleW(NULL));
DWORD_PTR registeredEventsEventChatHookCountOffset =
reinterpret_cast<DWORD_PTR>(&(RegisteredEvents[EVENT_CHAT_HOOK])) - moduleBase;
Console_Output("Chat Event Hook Address: %d\n",
static_cast<int>(registeredEventsEventChatHookCountOffset));

- Dragonade
Add these lines anywhere in DAEventManager::Init

DWORD_PTR moduleBase = reinterpret_cast<DWORD_PTR>(GetModuleHandleW(NULL));
DWORD_PTR registeredEventsEventChatHookCountOffset =
reinterpret_cast<DWORD_PTR>(&(Events[DAEvent::CHAT])) - moduleBase;
Console_Output("Chat Event Hook Address: %d\n",
static_cast<int>(registeredEventsEventChatHookCountOffset));

Whatever it outputs put it in ssgm.ini/da.ini at ChatHookEventVectorAddress

Now last step: If you're running an older version than TT 4.3 (so not including 4.3) and you're NOT
running Dragonade set VanillaHasPrivateChatCheck=1 in ssgm.ini

Redownload latest file, I fixed an issue with it not using the address specified in ssgm.ini/da.ini

Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin]
PrivateChatHookPlugin
Posted by Gen_Blacky on Thu, 19 Oct 2017 21:23:13 GMT
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@Shai
You should of not of gotten that message it should be using the scripts.dll from dblaney1 port of
4.5 to Dragonade DA 1.9.2.

http://www.renegadeforums.com/index.php?t=msg&th=41164&start=0&

I might of accidentally put a test build I guess.

We had WD tests builds on there but those should of been removed.

@Neijwiert
Very good. When I get a chance I'm going to make a Brenbot support plugin for this.

Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin] PrivateChatHookPlugin
Posted by Gen_Blacky on Sat, 28 Oct 2017 07:41:29 GMT
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For those that use brenbot here is a support plugin. I made sure it was compatible with brenbot 1.53.
Throw this in the brenbot plugins folder. And use !plugin_load PrivateChatHookPlugin in the admin channel.

Used to only log private messages that mods have a reason to monitor.
This plugin will remember players added with the !pch command and stores them in a database.
Matches name or ip on join.
Outputs private messages to irc admin channel or private channel.

Usage !pch <command> <player> | ALL, ADD, REMOVE, DEL, LIST
Command ALL capture renlog output of PCHALL
Command ADD add ingame player to database and use PCHADD
Command REMOVE del ingame player from database and use PCREMOVE
Command DEL is used to delete a player from the database.
Command LIST is used to list everyone in the database

Intended to be used with LogEveryone off.
[PrivateChatHookPlugin]
ShowPrivateChatInConsole=0
LogEveryone=0
ChatEventAddress=0
ChatHookEventVectorAddress=0
VanillaHasPrivateChatCheck=0

@Neijwiert
It would be better if you sent the player id instead of the object id in the CHAT gamelog. At least the way that brenbot 1.53 works, If the bot started while the server is running the bot will not know about an existing player object id until they die.

Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin] PrivateChatHookPlugin
Posted by Neijwiert on Sat, 28 Oct 2017 11:21:29 GMT
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[quote title=Gen_Blacky wrote on Sat, 28
@Neijwiert
It would be better if you sent the player id instead of the object id in the CHAT gamelog. At least the way that brenbot 1.53 works, If the bot started while the server is running the bot will not know about an existing player object id until they die.
[/quote]

I cant edit/view the code right now but I believe I did that because SSGM logs chat that way too? But I can change that if necessary.

Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin] PrivateChatHookPlugin
Posted by Neijwiert on Wed, 20 Jun 2018 20:30:22 GMT
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Bump. See original post.

Subject: Re: [Dragonade] Enabling Private Chat
Posted by iRANian on Sat, 23 Jun 2018 17:34:46 GMT
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Did you graduate?

Subject: Re: [Dragonade] Enabling Private Chat
Posted by Neijwiert on Sun, 24 Jun 2018 13:03:27 GMT
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I don't know yet. I will know at the 4th of july.

Subject: Re: [Dragonade] Enabling Private Chat
Posted by Gen_Blacky on Tue, 26 Jun 2018 03:31:38 GMT
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I'm sure you did early congrats.

Subject: Re: [Dragonade] Enabling Private Chat
Posted by iRANian on Fri, 13 Jul 2018 13:40:42 GMT
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iRANian wrote on Sat, 23 June 2018 10:34Did you graduate?

Subject: Re: [Dragonade] Enabling Private Chat
Posted by Neijwiert on Fri, 13 Jul 2018 19:04:26 GMT
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Yes I did . Received my diploma yesterday.