
Subject: How much can be done with scripts.dll
Posted by [snipesimo](#) on Wed, 31 Mar 2004 22:21:19 GMT
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I have a few questions about this, I guess most of them are aimed at the BC team developing most of the scripts.dll mods.

#1: How much can be done with them client-side? I.E. Is it possible to make an FDS-type logfile output with the renegade client and a scripts.dll mod?

#2: Any chance of releasing the scripts.dll mod (if it has been made) that is for AoW servers that reports buildings being destroyed etc? Even if it writes to a seperate file, it could still be read and outputted live with a simple IRC script. Or it could be written to the FDS log-file where BR .Net would just output what is written (pending it is legible).

Subject: How much can be done with scripts.dll
Posted by [jonwil](#) on Thu, 01 Apr 2004 10:50:45 GMT
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Scripts.dll isnt even loaded on the client.

Subject: How much can be done with scripts.dll
Posted by [Alkaline](#) on Thu, 01 Apr 2004 14:10:27 GMT
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what he wants is for someone else do all the hard work so he can make a gamebot that basically reads all the output.txt from a modded scripts.dll.

Then the gamebot would just parse the output log file which contains all information that happened in the game (including stuff that isn't normally logged in the renlogs)

Try to do something on your own for once snipesmo.

Subject: How much can be done with scripts.dll
Posted by [snipesimo](#) on Thu, 01 Apr 2004 20:14:17 GMT
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Its loaded on the client if the client is the host.

Alkaline, thats not what I want to do at all. Also, try spelling my name right. I have no current intent for a Gamebot, not to mention the fact that the FDS already has logfiles so what your saying doesn't even make sense.

Subject: Re: How much can be done with scripts.dll
Posted by [Whitedragon](#) on Thu, 01 Apr 2004 23:09:55 GMT
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1. scripts.dll isnt parsed by client and has no access to chat or anything like that if the client is hosting

2. I believe vlokt plans to do this, but its low on his priority list.

Subject: How much can be done with scripts.dll
Posted by [snipesimo](#) on Thu, 01 Apr 2004 23:12:42 GMT
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Thanks for the reply. Helped a lot.

Subject: How much can be done with scripts.dll
Posted by [Alkaline](#) on Fri, 02 Apr 2004 02:47:24 GMT
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snipesimolts loaded on the client if the client is the host.

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well based on this:

Quote:#2: Any chance of releasing the scripts.dll mod (if it has been made) that is for AoW servers that reports buildings being destroyed etc? Even if it writes to a seperate file, it could still be read and outputted live with a simple IRC script. Or it could be written to the FDS log-file where BR .Net would just output what is written (pending it is legible).

That would have to be run on the server, and only a custom serverside scripts.dll would be able to output the data to a file.

Subject: How much can be done with scripts.dll
Posted by [Blazer](#) on Fri, 02 Apr 2004 04:09:16 GMT
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If I had to guess I would say that snipesimo wants to have regulation ability for a non-dedicated server.

Subject: How much can be done with scripts.dll
Posted by [snipesimo](#) on Fri, 02 Apr 2004 11:50:43 GMT
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Close, my thinking was if an oddly made scripts.dll client-side mod was made to create an output file, it might be possible for RG to run on non-dedicated servers. There is probably more I don't understand but from what I knew RG won't run on a client hosted game because there is no logfile.
