Subject: Scripts.dll help
Posted by gibberish on Tue, 22 Jun 2004 09:05:26 GMT

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thinlani have not the slightest idea how to do it

- Spawn a thread inside scripts.dll
- Create a server server socket and listen for incoming connections.
- Open an outgoing socket from your regulator.
- The regulator parses the log file generated by the FDS.
- If the regulator sees a command it forwards it over the socket to the FDS
- Then the thread in scripts.dll queues the command.
- Have a timer set to read the queue from the main thread (every second) and then the main thread executes the command (Kill player, move player, give money ....).

Additionally you can feed information about kills and such back the other way so that the regulator can do stuff with it.

Alternatively just write your regulator in C and compile it into scripts.dll that way you don't have to spawn any threads or do any network programming.
But the disadvantage is that if you need to update the regulator you have to stop the FDS.