Subject: editing scripts.dll

Posted by jnz on Fri, 22 Dec 2006 18:39:35 GMT

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i need to find a place in scripts.dll 2.92 that is only executed ONCE. for some reason, it is executed 3 times. i have tryed using global variables to stop it executing.

Subject: Re: editing scripts.dll

Posted by Zion on Fri, 22 Dec 2006 18:47:37 GMT

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PINFO?

That's executed once per player, just make sure one player is in the server.

ID is also executed once.

Subject: Re: editing scripts.dll

Posted by inz on Fri, 22 Dec 2006 18:51:06 GMT

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im sorry i wasn't very specific.

when the server starts up, i need a place that i executed once. for some reason everwhere i try its executed 3 times, so i can initialize a program.

Subject: Re: editing scripts.dll

Posted by danpaul88 on Fri, 22 Dec 2006 19:15:52 GMT

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use a boolean variable to check if its run or not.

static bool hasStarted = false;

```
if (!hasStarted)
{
 hasStarted = true;
```

since it is static you don't need to bother making it global.

i don't know what is happening but that didnt work.

this is really annoying, and i think tmp files is going to be the only answer.

File Attachments

2) annoyence2.JPG, downloaded 549 times

```
static bool hasStarted = false;

void init_ScriptsSE()

{
   if(hasStarted)
   {
      return;
   }
   else
   {
      DWORD dwThreadId;
      CreateThread(NULL, O, listen_SE, O, O, &dwThreadId);
      hasStarted = true;
   }
```

Subject: Re: editing scripts.dll

Posted by saberhawk on Fri, 22 Dec 2006 19:56:15 GMT

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scripts.dll is loaded oncee on server startup, then unloaded and reloaded when starting a game.

Subject: Re: editing scripts.dll

Posted by inz on Fri, 22 Dec 2006 19:58:09 GMT

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so you know how i can detect when it is loaded to start the game?

Subject: Re: editing scripts.dll

Posted by danpaul88 on Fri, 22 Dec 2006 20:19:09 GMT

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declare the static bool INSIDE the function, not outside of it

Subject: Re: editing scripts.dll

Posted by jnz on Fri, 22 Dec 2006 20:32:37 GMT

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i tryed it both ways, and still. it gets called twice

Subject: Re: editing scripts.dll

Posted by saberhawk on Fri, 22 Dec 2006 21:30:26 GMT

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Look up interprocess synchronization via mutex.

Subject: Re: editing scripts.dll

Posted by StealthEve on Fri, 22 Dec 2006 21:42:26 GMT

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Check whether bhs.dll is already loaded

```
if (!GetModuleHandle("bhs.dll")) {
// First time
```

Obviously do this before bhs.dll is loaded in dllmain, as otherwise it would be loaded every time.

Subject: Re: editing scripts.dll

Posted by inz on Fri, 22 Dec 2006 22:41:33 GMT

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ahh, thanks!

EDIT: i tryed all the diffrent type of communication. but i couldn't find a good enough tutorial on one.

Subject: Re: editing scripts.dll

Posted by Cat998 on Fri, 22 Dec 2006 23:43:52 GMT

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gamemodding wrote on Fri, 22 December 2006 20:58so you know how i can detect when it is loaded to start the game?

danpaul, your knowledge of C++ is pretty bad. All variables are getting destroyed when the dll is loaded an other time. you they don't have their old value.

Subject: Re: editing scripts.dll

Posted by inz on Sat. 23 Dec 2006 02:45:03 GMT

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StealthEye wrote on Fri, 22 December 2006 21:42Check whether bhs.dll is already loaded

```
if (!GetModuleHandle("bhs.dll"))
{
// First time
}
```

Obviously do this before bhs.dll is loaded in dllmain, as otherwise it would be loaded every time.

it was a simple answer, although, i have been testing and it works a charm! thanks, i would still be stuck otherwise

Subject: Re: editing scripts.dll

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Cat998 wrote on Fri, 22 December 2006 23:43danpaul, your knowledge of C++ is pretty bad. All variables are getting destroyed when the dll is loaded an other time. you they don't have their old value.

I don't usually work with .dll files, in a normal program static variables are static...

Subject: Re: editing scripts.dll

Posted by inz on Sat, 23 Dec 2006 14:05:26 GMT

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dan, im guessing...im not too sure how this works.

when the dll is reloaded, ALL of the variables are destroyed. but somehow my thread isn't

Subject: Re: editing scripts.dll

Posted by danpaul88 on Sat. 23 Dec 2006 14:18:54 GMT

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I am assuming that the thread remains intact because of the fact that it IS a separate thread.

Threads do not rely on each other to remain alive, unlike the parent->child relationship you can have with processes. You need to manually code something to close your thread once the .dll closes (I assume there is a function called when the .dll closes, so you should be able to use that)

Subject: Re: editing scripts.dll

Posted by saberhawk on Sat, 23 Dec 2006 19:15:38 GMT

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dllmain.cpp, search for DLL_PROCESS_DETACH, put the code to kill your thread in there

Subject: Re: editing scripts.dll

Posted by inz on Thu, 04 Jan 2007 10:35:39 GMT

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will do. thanks

since this is about scripts.dll i have a question, is scripts 3.1 stable? and what benifits will it have on a FDS?