Subject: in need of some dynamic linked library help
Posted by reborn on Tue, 20 Feb 2007 01:39:02 GMT
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I would like to be able to add a console command to the FDS so I can stop peoples in-game chat from showing up to other players, as part of a server side .dll.

I am unsure on whether it is possible, maybe there is some engine call that clears the players chat?

If anyone can make a helpful suggestion as to where to start looking, or has some experiance and is willing to share their findings I would really appreciate it.

It would be nice to be able to "!mute playerx", then they become unable to chat.

Please, any direction would be appreciate, as I am at a complete loss if i'm honest.

Subject: Re: in need of some dynamic linked library help
Posted by Whitedragon on Tue, 20 Feb 2007 03:39:09 GMT
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You would need to know asm and how to hook into the engine to do this.

Subject: Re: in need of some dynamic linked library help
Posted by Dave Anderson on Tue, 20 Feb 2007 05:23:18 GMT
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Why would he need to know ASM?

Subject: Re: in need of some dynamic linked library help
Posted by jonwil on Tue, 20 Feb 2007 06:38:54 GMT
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ASM would be required to patch the engine in the right places.

Subject: Re: in need of some dynamic linked library help
Posted by Goztow on Tue, 20 Feb 2007 08:07:04 GMT
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Contact BlackIntel.

Subject: Re: in need of some dynamic linked library help
Posted by =HT=T-Bird on Tue, 20 Feb 2007 12:56:41 GMT
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Goztow wrote on Tue, 20 February 2007 02:07Contact BlackIntel.
Yep, StealthEye should be able to take care of this requirement...

Subject: Re: in need of some dynamic linked library help
Posted by Sir Kane on Tue, 20 Feb 2007 13:23:30 GMT
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Reborn wrote on Mon, 19 February 2007 18:39
... I am unsure on whether it is possible, ...
The n00bstories server had something like this forever now.

Subject: Re: in need of some dynamic linked library help
Posted by reborn on Tue, 20 Feb 2007 14:54:20 GMT
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Silent Kane wrote on Tue, 20 February 2007 08:23Reborn wrote on Mon, 19 February 2007 18:39
... I am unsure on whether it is possible, ...
The n00bstories server had something like this forever now.

They do? That's really promising, I didn't even know if it was possible...

Is it completely handled by the server alone, or is there a need for a client modification?

I would really appreciate it if you could give me some specific information on the engine calls,
memory addesses, and how you implemented it. Perhaps just a useful pointer in the right direction
would be really helpful and kind.
I am not out to rip anyone off or claim fame, I could really just do with some insight.

Subject: Re: in need of some dynamic linked library help
Posted by Cat998 on Tue, 20 Feb 2007 16:16:34 GMT
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Why do you think it wouldn't be possible ?
All chatmessages are passing the server. They are not getting sent
from client to client xD (which would require a connection from every client to every client :s).
So it's definatly possible and the BlackIntel mod is already hidding all ! commands, when
someone types them (you can test it on BlackIntel servers).

Subject: Re: in need of some dynamic linked library help
Posted by reborn on Tue, 20 Feb 2007 17:01:16 GMT

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Cat998 wrote on Tue, 20 February 2007 11:16Why do you think it wouldn't be possible ?
All chatmessages are passing the server. They are not getting sent
from client to client xD (which would require a connection from every client to every client :s).
So it's definatly possible and the BlackIntel mod is already hidding all ! commands, when
someone types them (you can test it on BlackIntel servers).

Well I was initially thinking along the wrong lines. I was thinking is it possible to stop clients from
using the chat function (hence wondering whether it was possible).
As where after re-evaluating I should be looking at making the clients chat not show up to other
players. So you arean't really stoping them from using the chat function, but rather stopping there
messages being relayed to everyone else.

I will test it on the BI server, but are you prepared to let me see your work on it? I can't see it really
affecting you guys too much, it is for an APB server, not renegade.
I would really appreciate it if you could help me out, i'm not too bad with c++, but I have zero
experiance with ASM. You would be super cool

Subject: Re: in need of some dynamic linked library help
Posted by Jerad2142 on Tue, 20 Feb 2007 18:44:48 GMT

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Just make it so when ever they press "F2" or "F3" they blow up, then when they respawn the chat
box disappears. JK, but obviously the chat box does disappear when you respawn so there must
be some kind of engine call that tells it to go down. If you could figure out what it is, you could
attach a script with a timer that would make the chat box disappear whenever the timer expired
after you received a custom message.