
Subject: [Coding] scripts.dll server reading
Posted by [Genesis2001](#) on Tue, 24 Apr 2007 04:07:55 GMT
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I've heard that it's possible to read the server directly from scripts.dll through creating a TCP server or some sort of server inside scripts.dll. I am looking for someone who knows how to do this and would be willing to help me. ./ I need help creating the server and then using the data recieved from the scripts.dll to be transformed into something that I can code with.

Thanks,
MathK1LL

P.S.

Needing someone who specializes in scripts.dll & in C++/CLI (Managed C++)

Subject: Re: [Coding] scripts.dll server reading
Posted by [jnz](#) on Tue, 24 Apr 2007 07:18:40 GMT
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I used this in Sbot, then got accused of ripping someone elses idea. Even though i have had that idea for months, i just didn't know how to do it.

It's a bad idea anyway.

Subject: Re: [Coding] scripts.dll server reading
Posted by [Zion](#) on Tue, 24 Apr 2007 08:22:07 GMT
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Lol, that someone isn't psufan is it? And the idea wouldn't have been ScriptsSE.dll?

PSU told me you stole the idea from Lee, which i think is complete bs. PSU's just so far up his own ass he can't be bothered to look at other peoples opinions.

Subject: Re: [Coding] scripts.dll server reading
Posted by [jnz](#) on Tue, 24 Apr 2007 19:34:51 GMT
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Merovingian wrote on Tue, 24 April 2007 09:22Lol, that someone isn't psufan is it? And the idea wouldn't have been ScriptsSE.dll?

PSU told me you stole the idea from Lee, which i think is complete bs. PSU's just so far up his

own ass he can't be bothered to look at other peoples opinions.

^^ completely right. I was talking vaguely to Cat998 about it on msn, months ago. It was Cat998 that suggested it to me. I let someone take over from me because it would have big security holes, that are hard to patch. I found a much better way to interact with the FDS closed source that i am still experimenting with.

Subject: Re: [Coding] scripts.dll server reading
Posted by [Genesis2001](#) on Tue, 24 Apr 2007 19:35:41 GMT
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gamemodding wrote on Tue, 24 April 2007 01:18I used this in Sbot, then got accused of ripping someone elses idea. Even though i have had that idea for months, i just didn't know how to do it.

It's a bad idea anyway.

I'm getting tired you telling me one thing and then contradicting yourself saying..."No it's a bad idea" or some other bullshit like that...

-MathK1LL

Subject: Re: [Coding] scripts.dll server reading
Posted by [jnz](#) on Tue, 24 Apr 2007 19:45:40 GMT
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I was telling you the easiest way to do it

```
//for FDS谈.dll put at the top under your namespace imports
[DllImport("FDS谈.dll")] bool Init(short port, String ^password);
[DllImport("FDS谈.dll")] void Shutdown(void);
[DllImport("FDS谈.dll")] void Send_Message(String ^Text, long ip, short port);
[DllImport("FDS谈.dll")] void Service(void);
```

Read
renlog_<date>.txt
bhs_renlog_<date>.txt

Its all done in HL-Bot.

I'm not sure about how the ip must be formatted. You will probably have to have a Native dll with

the function HL-Bot uses to convert it.

Subject: Re: [Coding] scripts.dll server reading
Posted by [danpaul88](#) on Tue, 24 Apr 2007 21:34:45 GMT
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It's a good idea in theory, but unless you can keep it closed source it will just get abused.

Subject: Re: [Coding] scripts.dll server reading
Posted by [icedog90](#) on Fri, 27 Apr 2007 17:23:41 GMT
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Removed argument/flaming. Continue the thread?

Subject: Re: [Coding] scripts.dll server reading
Posted by [Zion](#) on Sat, 28 Apr 2007 15:26:41 GMT
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