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 jnz 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;
}


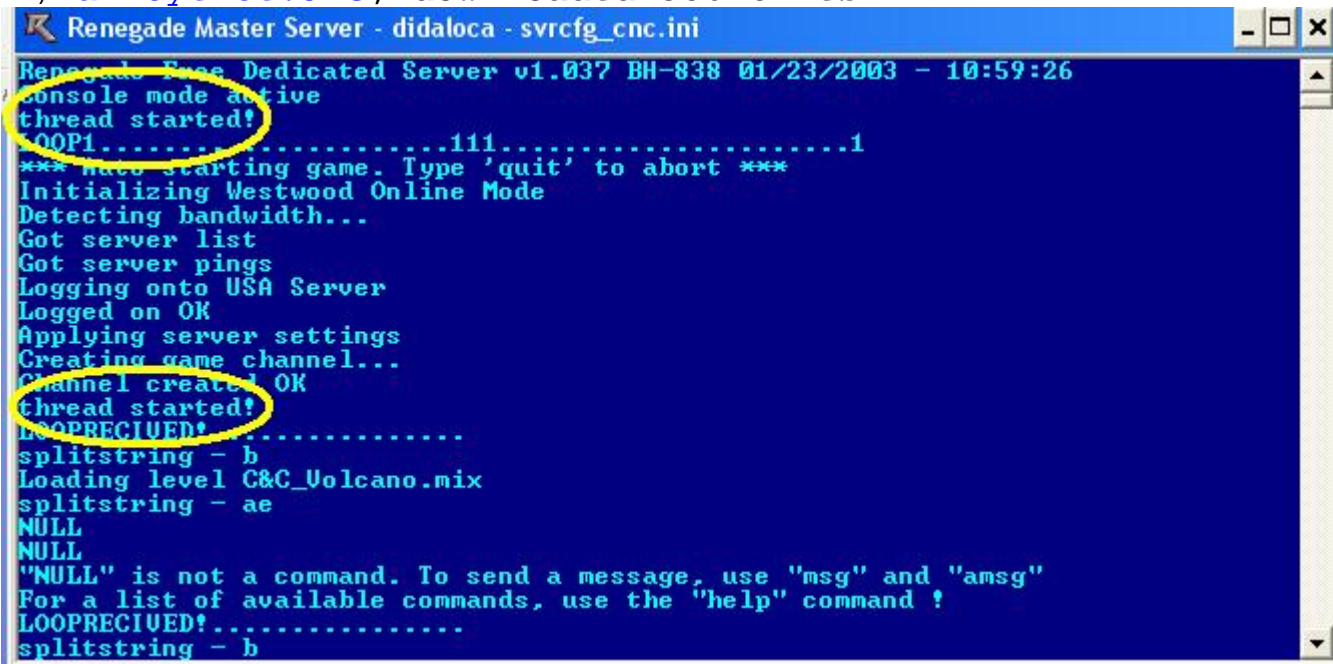since it is static you don't need to bother making it global.

## Subject: Re: editing scripts.dll
Posted by jnz on Fri, 22 Dec 2006 19:53:23 GMT

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

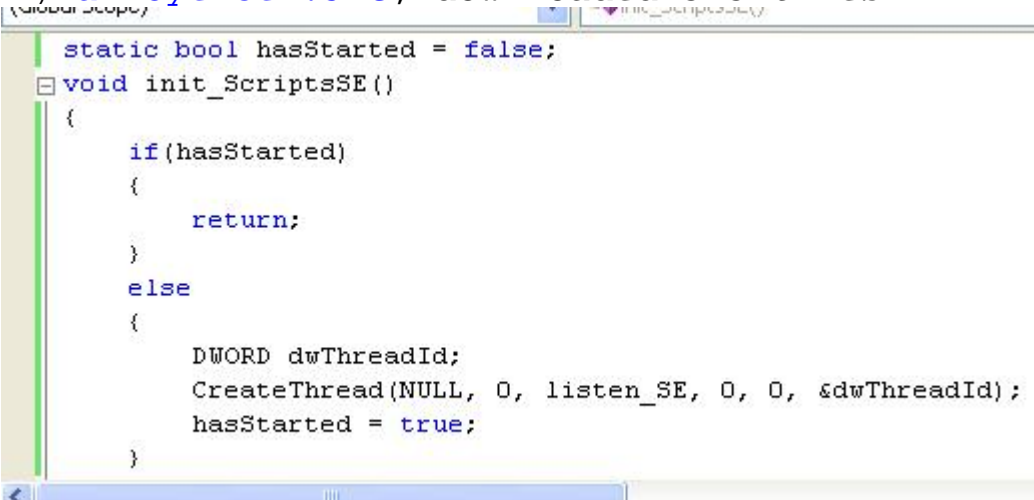this is really annoying, and i think tmp files is going to be the only answer.

## File Attachments

1) annoyence.JPG, downloaded 580 times



2) annoyence2.JPG, downloaded 575 times

```
static bool hasStarted = false;
void init_ScriptsSE()
{
    if(hasStarted)
    {
        return;
    }
    else
    {
        DWORD dwThreadId;
        CreateThread(NULL, 0, listen_SE, 0, 0, &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 jnz 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 StealthEye 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 jnz 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 jnz 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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Posted by danpaul88 on Sat, 23 Dec 2006 13:18:50 GMT

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 jnz on Sat, 23 Dec 2006 14:05:26 GMT

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

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

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

Subject: Re: editing scripts.dll
Posted by jnz on Thu, 04 Jan 2007 10:35:39 GMT

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?