Subject: new stuff in scripts.dll 2.1 for users and/or server owners
Posted by Blazer on Wed, 09 Feb 2005 01:12:19 GMT
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I totally understand...I agree that the way we are doing things is very kludgy, but without having the source code we are pretty limited in how we can add features. Well, I take that back...for custom applications quite a bit more could be done, BUT to make enhancements that everyone can easily use, the best way so far has been to give them console commands that they can use to get the info or change the settings they need. Then all they need to know is how to send a renrem message and how to parse the resulting text.

I have proposed to BHS that we do away with the RenRem stuff altogether, and instead make direct calls to change settings and query information. This will require learning and mapping all of the various system calls and memory addresses, so I don't think we are going to tackle that until after RG 1.04 is out. I think it will be cool if it works as planned...we could even optionally build RG into the server itself instead of having an extra app.

If you are up to it please PM me your email or IM name, I would be glad to share some ideas.