
Subject: Re: read gamelog from scripts.dll
Posted by [theplague](#) on Sat, 01 Jul 2006 01:40:36 GMT
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wd, i made a mistake about the page's but player leave is in the renlog. page is in the bhs logs, which is still a log.

what confuses me is if bhs.dll can get pages, why can't it be made into a hook? or is there a deeper reason?

ChathookAddChatHook(hook); /* add this someplace at the execution of the scripts, like in dllmain's section where it loads the bhs.dll functions and stuff. or even when ObjectHookClass's start is called*/

```
const char *WideCharToChar(const wchar_t *wcs); // this is in engine.h/.cpp so no need to redo
the whole body
void hook(int id, int type, const wchar_t *msg) {
    // type 0 = normal chat
    // type 1 = team chat
    if (type == 2) return; // don't want ppage's to show as chat
    std::string text = WideCharToChar(msg);
    // phrase the message
}
```
