Subject: Re: editing scripts.dll Posted by StealthEye on Fri, 22 Dec 2006 21:42:26 GMT View Forum Message <> Reply to Message

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.

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