Subject: Scripts.dll help
Posted by gibberish on Tue, 22 Jun 2004 21:02:36 GMT
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The first option requires Multi-Threaded Socket Programming this is an advanced area. Don't bother even trying to do it unless you are a experianced C++ programmer. This leaves you with the second option:

In English the second option is:

When the FDS (Free Dedicated Server) is running it writes a log file containing many things that happen in the game.

What you need to do is get the source code for scripts.dll.

Then add some new code to it to read the log file.
That way when someone chats something it will appear in the log.
Your program will read the log and hence know it must do something....