
Subject: Scripts detect chat?

Posted by [theplague](#) on Fri, 11 Nov 2005 08:02:57 GMT

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umm, how would i go about making scripts.dll detect chat without scrambling though the log files?

Subject: Re: Scripts detect chat?

Posted by [dead6re](#) on Fri, 11 Nov 2005 13:08:32 GMT

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The scripts.dll cannot detect any messages from the RenFDS. So you have to search the logs.

Unless im wrong, you can't. Sorry.

Subject: Re: Scripts detect chat?

Posted by [Whitedragon](#) on Fri, 11 Nov 2005 23:21:55 GMT

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You're wrong. Use the chathooks, i think it says how to use them in bhs.txt or console.txt.

Subject: Re: Scripts detect chat?

Posted by [theplague](#) on Sat, 12 Nov 2005 08:54:54 GMT

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:S it's not in bhs.txt and i can't find console.txt :S

will it also hook the join and leave messages?

Subject: Re: Scripts detect chat?

Posted by [Whitedragon](#) on Sat, 12 Nov 2005 10:10:05 GMT

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Quote:There is also a hook that lets custom scripts.dll mods (e.g. server-side mods) get access to all f2/f3 chat that passes through the server.

You create a function of the form

```
void Chat_Hook(int PlayerID,int Type,const char *Message)
```

Then you pass the function to AddChatHook (defined in engine.h)

If the chathook is called Chat_Hook, put the line AddChatHook(Chat_Hook); somewhere in your code. (e.g. somewhere that is called on startup)

Then, the function gets called everytime f2/f3 chat passes through the server.

PlayerID is the player ID of the player that sent the chat.

Type is 1 for team mesasge and 0 for everyone message.

Message is the message itself. If you need to save the message data for later use, copy the string, dont save the pointer passed into your chat hook function, copy the data somewhere else.

You can only have one chat hook function registered at any one time. Also, if you want to have no chat hook at all registered, pass NULL to AddChatHook.

This works on the server regardless of if clients have bhs.dll

Subject: Re: Scripts detect chat?

Posted by [theplague](#) on Sat, 12 Nov 2005 21:35:39 GMT

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thanks

i was looking the the wrong place... i was looking for it in aow 1.34 :S it's in scripts 2.1.3 yey
