
Subject: known bugs in the scripts.dll/bhs.dll
Posted by [jonwil](#) on Wed, 21 Dec 2005 10:47:33 GMT
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So far, I have the following possible bugs to investigate:
1.A known bug with the JFW_Console_Input_On_Custom script (I already know whats wrong)
2.A possible crash with the ID command (anyone got a crashdump.txt for this?)
and 3.An issue with the nickname fixes not working correctly

Anyone know of any other bugs?

I am very busy right now but I will do my best to fix these bugs. (now that I have enough to fix to justify a 2.2.3 point release)

If I can find the time, I might do a 2.3 full release and add a few small things but with the way work is, its unlikely I will be able to do that.

Subject: Re: known bugs in the scripts.dll/bhs.dll
Posted by [Cat998](#) on Wed, 21 Dec 2005 14:00:56 GMT
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I need a join/leave hook, because its very hard to do that trough Grantpowerup and I think its easy to make. I have many more ideas, but I dont think you will have the time for it

Stupid work

Subject: Re: known bugs in the scripts.dll/bhs.dll
Posted by [jonwil](#) on Wed, 21 Dec 2005 22:43:21 GMT
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player join and player leave might be possible if I can find the right place to hook.
I just dont know where that is though.

Subject: Re: known bugs in the scripts.dll/bhs.dll
Posted by [Cat998](#) on Wed, 21 Dec 2005 23:08:10 GMT
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nickname fix bug: [http://www.renegadeforums.com/index.php?t=msg&th=18155∓start=0&rid=1976](http://www.renegadeforums.com/index.php?t=msg&th=18155&start=0&rid=1976)

Subject: Re: known bugs in the scripts.dll/bhs.dll
Posted by [Whitedragon](#) on Wed, 21 Dec 2005 23:23:29 GMT
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I can confirm the problems with the id command, however it doesnt crash the FDS, instead it freezes it. Since it wasnt a real crash it didnt make a crashdump.

Subject: Re: known bugs in the scripts.dll/bhs.dll
Posted by [TD](#) on Fri, 23 Dec 2005 00:17:26 GMT
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Some sort of bug
http://www.renegadeforums.com/index.php/m/183180/19522/#msg_183180

Subject: Re: known bugs in the scripts.dll/bhs.dll
Posted by [andysh](#) on Thu, 29 Dec 2005 23:03:54 GMT
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If its possible I would like to see this is a future version:

hooked join and leave messages
hooked pages

That would be awesome

Subject: Re: known bugs in the scripts.dll/bhs.dll
Posted by [=HT=T-Bird](#) on Thu, 29 Dec 2005 23:08:57 GMT
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andysh wrote on Thu, 29 December 2005 17:03If its possible I would like to see this is a future version:

hooked join and leave messages
hooked pages

That would be awesome

I've been looking for that too...I'm beginning to think that the join/leave hooks would have to go in BHS.dll, however it might be possible to the pagehooking in the Scripts themselves...

Subject: Re: known bugs in the scripts.dll/bhs.dll
Posted by [andysh](#) on Fri, 30 Dec 2005 01:19:38 GMT
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Well I believe that host and chat hook is done thru BHS.dll so I haven't got a clue how to do it thru scripts.dll

Subject: Re: known bugs in the scripts.dll/bhs.dll
Posted by [=HT=T-Bird](#) on Fri, 30 Dec 2005 01:58:53 GMT
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=HT=T-Bird wrote on Thu, 29 December 2005 17:08andysh wrote on Thu, 29 December 2005 17:03If its possible I would like to see this is a future version:

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Oh wait...It IS possible to do a join hook without bhs.dll...

Subject: Re: known bugs in the scripts.dll/bhs.dll
Posted by [Cat998](#) on Fri, 30 Dec 2005 03:18:26 GMT
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=HT=T-Bird wrote on Fri, 30 December 2005 02:58=HT=T-Bird wrote on Thu, 29 December 2005 17:08andysh wrote on Thu, 29 December 2005 17:03If its possible I would like to see this is a future version:

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I've been looking for that too...I'm beginning to think that the join/leave hooks would have to go in BHS.dll, however it might be possible to the pagehooking in the Scripts themselves...
Oh wait...It IS possible to do a join hook without bhs.dll...

how ?

Subject: Re: known bugs in the scripts.dll/bhs.dll
Posted by [andysh](#) on Fri, 30 Dec 2005 03:26:18 GMT
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=HT=T-Bird, if you have figured out how to do a join/leave hook and a page hook I would love to know

Subject: Re: known bugs in the scripts.dll/bhs.dll
Posted by [Whitedragon](#) on Fri, 30 Dec 2005 04:03:37 GMT
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It would be done in scripts.dll the same way it would be done in bhs.dll.
