
Subject: Is this illegal?

Posted by [jnz](#) on Fri, 04 May 2007 07:15:44 GMT

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I'm trying to create a closed source dll that has access to the engine calls in scripts.dll.
The GNU doesn't say anything about calling custom code with a function pointer, But then, it doesn't say much else either.

So, here's what i did:

Scripts.dll

```
//.h
#include <string>
using namespace std;

typedef void (*CI)(string);
typedef void (*CO)(string);

void Con_In(string Str);
void Con_Out(string Str);
```

```
//.cpp
#include "scripts.h"
#include "engine.h"
void Con_In(string Str)
{
    Console_Input(Str.c_str());
}
void Con_Out(string Str)
{
    Console_Output("%s", Str.c_str());
}
```

MyDLI

```
#include <string>
using namespace std;

typedef void (*CI)(string);
typedef void (*CO)(string);

CI Console_Input;
CO Console_Output;
```

```
extern "C"
{
  __declspec(dllexport) void InitCustomCommands(CI ConIn, CO ConOut)
  {
    Console_Output = ConOut;
    Console_Input = ConIn;

    Console_Output("myDll Loaded.\n");
  }
}
```

Subject: Re: Is this illegal?
Posted by [dead6re](#) on Fri, 04 May 2007 08:18:34 GMT
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It has been said before that it is highly unlikely that the license provided by the scripts.dll source is legal regarding calling Memory Locations.

Or am I wrong?

Subject: Re: Is this illegal?
Posted by [Sir Kane](#) on Fri, 04 May 2007 09:45:49 GMT
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Just the fact that it (scripts.dll) has been created based on illegal activities makes me doubt that the license is valid.

Subject: Re: Is this illegal?
Posted by [EvilWhiteDragon](#) on Fri, 04 May 2007 12:08:34 GMT
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Silent Kane wrote on Fri, 04 May 2007 11:45 Just the fact that it (scripts.dll) has been created based on illegal activities makes me doubt that the license is valid.
Well, reverse engineering isn't illegal, so I think the license would be valid.

Subject: Re: Is this illegal?
Posted by [Ghostshaw](#) on Fri, 04 May 2007 12:26:31 GMT

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Disassembling a program you don't have permission for is illegal.

-Ghost-

Subject: Re: Is this illigal?
Posted by [jnz](#) on Fri, 04 May 2007 12:47:32 GMT
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So, is what i'm trying to do legal?

There are reasons i don't want to release the source code thats are not just like "people will rip it".

Subject: Re: Is this illigal?
Posted by [Sir Kane](#) on Fri, 04 May 2007 13:20:08 GMT
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Just do it, I don't think anyone gives a shit about that license anyways.

Subject: Re: Is this illigal?
Posted by [jnz](#) on Fri, 04 May 2007 16:00:58 GMT
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Ok, thanks for the advice.

Subject: Re: Is this illigal?
Posted by [Viking](#) on Fri, 04 May 2007 16:39:34 GMT
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You should disasimble game.exe!

Unless thats what you are doin, I dunno im not a coder...

Subject: Re: Is this illigal?
Posted by [danpaul88](#) on Fri, 04 May 2007 23:42:31 GMT
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It is not possible to disassemble any compiled binary and get the original source code back. You can get back to assembly level and from there approximate the source code, but with something as complex as game.exe it would be quicker to write your own engine from scratch.

It's easier to do what scripts.dll does and simply hook into specific memory locations to do what you want to do, but its very limited that way.

(NB: This is just as I understand it, I don't disassemble things myself, but that's a general picture of how it all works)

Subject: Re: Is this illigal?

Posted by [AmunRa](#) on Sat, 05 May 2007 05:04:08 GMT

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nice
