
Subject: Display chat message to client, from client
Posted by [dr3w2](#) on Sat, 24 May 2008 21:10:05 GMT
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Im wondering what would be the best route, if possible, and how to display a chat message to a client, from the client without the use of a server(more specifically the fds). All code would be client side.

For example:

Some program -> to some dll -> chat text display in Renegade application.

and if possible, the reverse:

f2 chat message to Renegade -> to some dll/program, without being sent to the server.

Obviously some dll would be scripts.dll , however im unsure which function would work best. For my first example i suppose i could use an unmodified version of scripts.dll and call it externally, but for the second theres no choice in that.

If your curious as to why i want to figure this out, it's for a moderator project ive been updating and want to add some more advanced ability. I'd preffer to do most of the external coding in vb.net, and the core startup of the project is an mlRC script

Anyone have any ideas? the closest thing i came to find within scripts (3.4) was

```
typedef void (*_Display_Text_Player) (GameObject *obj,int strnum);
```

Subject: Re: Display chat message to client, from client
Posted by [dr3w2](#) on Sun, 25 May 2008 04:14:40 GMT
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for part two of my question ive been reading up on the chatook people keep using, and still unsure how i can actually use it .
