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Subject: SSGM+TT?

Posted by [=HT=T-Bird](#) on Tue, 01 Jul 2008 14:00:54 GMT

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1) How is SSGM going to change to accommodate TT?

2) Some hooks just aren't going to be exposed as TT.dll APIs (because TT.dll runs on both client and server). Would it be possible to include an "extra" hooks DLL with SSGM that contains server-side-only hooks for console commands, console input (yes, both hooks are useful in different circumstances so they should both be included), and think as well as either exposing an enhanced chathook or enhancing the existing (TT.dll) chathook so that PPAGE/teamchat destinations can be obtained?

Also, how about an engine call to distinguish between the two times the Scripts.dll is loaded?

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Subject: Re: SSGM+TT?

Posted by [jnz](#) on Tue, 01 Jul 2008 16:03:28 GMT

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Someone will have to port SSGM to scripts.dll 4.0.

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Subject: Re: SSGM+TT?

Posted by [Ghostshaw](#) on Tue, 01 Jul 2008 18:05:03 GMT

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Well WD is part of the team, but I dunno how he feels about working on SSGM again.

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Subject: Re: SSGM+TT?

Posted by [=HT=T-Bird](#) on Wed, 02 Jul 2008 00:10:18 GMT

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Update on 2: the chathook enhancement (destination ID support) will make it, I spoke with jonwil on IRC . As far as console support goes, that's entirely up in the air, though. (It seems that hooking DDE is sufficing???) Also, thinkhook is a maybe.

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Subject: Re: SSGM+TT?

Posted by [nopol10](#) on Wed, 02 Jul 2008 09:45:36 GMT

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=HT=T-Bird wrote on Wed, 02 July 2008 08:10Update on 2: the chathook enhancement (destination ID support) will make it, I spoke with jonwil on IRC . As far as console support goes,

that's entirely up in the air, though. (It seems that hooking DDE is sufficing???) Also, thinkhook is a maybe.

thinkhook?

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Subject: Re: SSGM+TT?

Posted by [Ghostshaw](#) on Wed, 02 Jul 2008 10:04:59 GMT

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Both server and client act in "thinks" basically each frame is one think, so there are 60 thinks a second on the server. So using a thinkhook you could do per frame operations.

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Subject: Re: SSGM+TT?

Posted by [=HT=T-Bird](#) on Wed, 02 Jul 2008 15:06:05 GMT

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As far as console commands go: considering that the thinkhook and the chathook enhancement can go into TT.dll, couldn't someone make a DLL that enhances the server console and include the consoleinput and consolecommand hooks there, as well as implementing support for command-line editing and console tab completion?

P.S. StealthEye, how's the BI console DLL coming?

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