Subject: Information Gathering
Posted by Omar007 on Sun, 22 Aug 2010 16:55:05 GMT
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Well the title could probably be better but what the hell

I have a few questions I would like someone to answer:
1. How do I get the server IP when I'm a client through scripts/shaders?
2. How do I get the nickname I'm connecting with scripts/shaders? (a way that works with WOL and DirectConnect)
3. Can I easily get the server name through scripts or should I just read the "wGameTitle=" entry in "svrcfg_cnc.ini" (or what other file is selected in server.ini)?

I think that is it

Subject: Re: Information Gathering
Posted by reborn on Sun, 22 Aug 2010 18:35:00 GMT
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Maybe you could hook the client's XWIS connection and get the information that way?

Subject: Re: Information Gathering
Posted by Omar007 on Sun, 22 Aug 2010 20:36:31 GMT
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True, I can indeed do that (i could even kick players on the server that are not on WOL/XWIS but w/e) though that would only work when using WOL/XWIS, not for clients that use DirectConnect

Subject: Re: Information Gathering
Posted by reborn on Sun, 22 Aug 2010 21:06:15 GMT
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I was referring to hooking the clients connection, not the server's. However, you're right, that would only work for XWIS clients.

I suppose you could hook the client chat, and have the server send this information on player join?

What you really want to do is actually possible, as I have inquired about this too, but I am not sure how.

Subject: Re: Information Gathering

Posted by dr3w2 on Tue, 24 Aug 2010 22:22:32 GMT

Not sure which if all of your questions were based client side or server side.
Anyways this is what I did client side, using shaders.dll

Omar007 wrote on Sun, 22 August 2010 11:551. How do I get the server IP when I'm a client
through scripts/shaders?

int server_ip = The_Game()->IP;

The resulting IP is in integer/long notation, you'll have to convert it if you want it string dotted
notation. One method of conversion is the following:

struct in_addr addr;
addr.s_addr = The_Game()->IP;
char *dot_ip = inet_ntoa(addr);

Omar007 wrote on Sun, 22 August 2010 11:552. How do I get the nickname I'm connecting with
scripts/shaders? (a way that works with WOL and DirectConnect)

To my knowledge, this can only be called AFTER the first frame has been drawn. When I tried
calling it otherwise I received a null pointer on obj.

GameObject *obj = (GameObject *)(*TheStar)->obj;
char *player_name = Get_Player_Name(obj);

Omar007 wrote on Sun, 22 August 2010 11:553. Can I easily get the server name through scripts
or should I just read the "wGameTitle=" entry in "svrcfg_cnc.ini" (or what other file is selected in
server.ini)?
Do you mean xwis/wol server name or server name/title? The following below gets the game title
(Ex: n00bstories AOW)

char *server_name = WideCharToChar(The_Game()->GameTitle);

Subject: Re: Information Gathering
Posted by Omar007 on Tue, 24 Aug 2010 23:52:52 GMT

Ah nice thanks! I'll be trying those asap
A fast peak did show me The_Game()->... has some great stuff in it