

Forum: [Hack Forums](#)

Thread: [\[PSS\] Partial SDK Scripting \[FREE\] \[COMPILE YOURSELF FAG\]](#)

bombtech - July 15, 2013, 12:24 pm

Updated version of PCS (Private Cvar Scripting).

Injector is now scripted.

There are now INetChannel functions available to use.

And I will not release compiled versions anymore. If you can't figure out how to build this with the sourcesdk you shouldn't be allowed to use it. And I don't want people straight up copy pasting my injector executable.

NOTE: When using this unmodified you MUST copy the compiled PCS.dll and rename the copied one PCS_CSS.dll. PCS.dll is what the injector defaults to if it cannot load the config script.

NOTE 2: When compiling, MAKE SURE you change the precompiler BASEPATH definition in both header files (main.h and pcsinjector.h) if you want to not have to place it in %SYSTEMDRIVE%\PCS

<https://dl.dropboxusercontent.com/u/3657276/PrivateCvarScriptingV2.zip>

And before I even hear it. THIS DOES NOT FUCKING HAVE ANYTHING TO DO WITH GLUA NOR WILL IT EVER. THIS IS A SEPARATE LUA ENVIRONMENT/STATE.

And the new functions:

Code NC_GetNetChannel() - get client net channel (returns INetChannel)

NC_RequestFile(INetChannel, filename) - request file (returns integer)

NC_SendFile(INetChannel, filename, transferID) - send file (returns boolean)

NC_SetFileTransmissionMode(INetChannel, backgroundmode) - set transmission mode

NC_SetCompressionMode(INetChannel, usecompression) - set compression mode

NC_SetRemoteFramerate(INetChannel, frametime, stddeviation) - set remote framerate

And the injector scripting functions:

Code /* PCSinjector Lua Functions */

global function GetDll(exename) needs to return the dll path (you can include environment strings)
global variable InjectOnStart can be set to a string containing the process name to inject into
global variable MaxExeNameLen can be set to an integer and it will only list exes with a name <= to that number

WindowExists(title) - check if a window with this title exists

Soon to come: IClientEntity/IClientEntityList functions.

JustprankcalledbV1 - July 15, 2013, 4:17 pm

Thanks for this, will come in handy.

NickCC8 - July 17, 2013, 2:02 pm

Looks promising, this will be great for me to use.