

Script Conversion

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What is a Script Conversion?

NOTE: *This is also known as a “Bytecode Conversion”, to get the info out there this is NOT a “Bytecode Conversion”, this method is just a regular Script Conversion Method for Fiber Script Execution.*

A **Script Conversion** is when you convert user/input code to fiber’s code format for example it could be “Fiber.ShowDialog();” gets converted to “openformfiber” then it pushes the script to fiber’s VM for fiber’s VM to execute.

What causes Script Conversions to memory leak?

One of the main reasons that **Script Conversions** memory leak is because you are converting each character to either itself or a *opcode text format* for example "1" gets converted into "1" or 2 gets converted to "QWE", etc.

This method most of the time returns the characters to itself but it is needed for the script and/or **"Addresses"** to be converted into fiber's format. **Script Conversions** are used in almost all methods because the **"Addresses"** need to also be in fiber's format.

Since you are converting each letter using a big switch statement each letter gets looked up through the entire conversion table (1 - 9 - 0, a - z, A-Z, and all special characters) so for example "Console.WriteLine("Hello world!");" the C would be looked through the entire table until the table finds the letter (in our case C then the rest of the letters in the script) then it converts it, surprisingly this method pretty fast but still has some delay because of how much it converts everything.

Like i said this conversion method is used in almost all methods for converting **"Addresses"** into fiber's format, **BUT** to have a **FULL Script Conversion Method** you have to use the conversion method for the **"scripts"** as well or else it is not really a **FULL Script Conversion Method**.

How many Script Execution Methods are there for Fiber?

From when this slide was made there are currently 3 methods of execution for fiber script execution.

1. CCVM (one of the best methods for fiber script execution [See Here](#)).
2. **Script Conversion** (this method).
3. Wrappers (this method can memory leak a lot if you dont code **almost everything** correctly).