quote:Originally posted by Dante:basically, here is the scenerio, first thing that always happens in the game is that the c130 drops the harvester...well, if you are able to randomly generate people off of that item happening, then you will be able to make custom scripts(in the WW C programming) by simply creating the scripts using FSO. This will make for alot of scripts, but when you close the program it will kill all the scripts, and return the Data directory back to the previous state. I know this may sound wierd, but alot of it is already coded and i have been pounding all day on some SQL and Accounting software, so i kinda purposely forget the intregit programming(comments are the key to VB Programming).But basically it uses stuff we already have in the game, just re-utilizes it in a way that can make it more challenging.#1 Rule in programming!KEEP IT SIMPLE STUPID!The later versions will be more in depth and hopefull have more features, but for now you will simply choose what side you are going to play, open the game, and have a butt load of random characters come at you and your base.hope that helped alittle, if you want to know more email me @   tanderson54@hotmail.com So.....This is like those batch file run air-mods from a while back, except that you are storing all those scripts within your executable (less messy), and creating them at runtime so the cnc_c130drop will drop your random stuff? Your VB program will randomly assign these different scripts to the game accordingly, am I right?If that isnt what you meant, then you must be referencing Scripts.dll itself, and although we know about the Create_Script() and Destroy_Script() functions, nobody knows the parameters to we can call them. So that's unlikely.If your not a programmer, youd be better off ignoring the following, else you maybe confusedBet you got it easy with the CPU optimising for a small little stealth proggy. My program I made has to run as a server to upto 130 other machines and transfer their data to other "Console" machines (100units of data in, 100*ConosleMachines Units of data out, its really busy), as well as logging every single action command to an access database, and serving as a DB server to other machines for it. And I managed to optimise ALL that to use nothing more than 4\% CPU on a 233MMX NT4 Server. (Took me 1.5 Years to complete, finally gonna sell it)Anyway (Im in a ranting mood tonight), all that to ask "Is it a VB-enhanced version of those old primitive BAT stuff but with spawning AI?"