
Subject: changes in scripts.dll 1.9.2

Posted by [jonwil](#) on Fri, 27 Aug 2004 09:49:05 GMT

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ok, some progress updates.

Firstly, I switched JFW_Obelisk_Weapon_CnC back to using Set_Animation_Frame.

And I removed the hack where JFW_Nod_Obelisk_CnC was loaded instead of M00_Nod_Obelisk_CnC.

Now that Set_Animation_Frame works in multiplayer (thanks to bhs.dll), neither hack is needed anymore and the obelisk will finally work the way the original coder of the script intended it to work

Also, I have tested the "compile the scripts.dll with the Microsoft Visual C++ Toolkit 2003" plan on a virgin machine without Visual Studio .NET on it and so far it seems to work.

However, as it requires several files from a full install of Visual Studio .NET 2003 (files that are not in any free microsoft downloads I can find), this method is not generally usefull at this time (mainly because if I give out the files to ppl, I could get in trouble with Microsoft)

The files are:

vcspawn.exe

vcprojectengine.dll

vcprojectui.dll

and some .vcstyle files that contain default project information.

Whilst I could override the default information so it doesnt need the .vcstyle files anymore, there is (as far as I am aware) no legal way to get vcspawn.exe, vcprojectengine.dll and vcprojectui.dll unless you own Visual Studio .NET 2003 or something.
