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Subject: scripts.dll 2.0, post ideas here

Posted by [ghostSWT](#) on Tue, 28 Sep 2004 20:12:21 GMT

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jonwilEven without my own work, you will still hear them if you are the host (e.g. skirmish mode)  
That's not true. When i hosted a few games (scripts 1.7) I didn't hear 90% of the extra sounds that  
I hear now with scripsts 1.9+. is there a way that i can recompile all the .c and .h files to make my  
owne scripts.dll that will take out all the new sounds that were added.

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