Subject: new feature for mods in next scripts.dll, custom scopes
Posted by vloktboky on Tue, 29 Mar 2005 08:37:04 GMT
View Forum Message <> Reply to Message

The settings for the scope are defined in a file. The file is loaded on to the preset through a script. This seems very redundant; it's similar to handing your money to a person to hand it to the cashier when you're checking out. Why not just have the settings defined in the script attached to the preset? Or better yet...

Add a fourth parameter to your config file that defines which preset this scope is to be used with. Have the DLL load all scope files present in either a master file or a folder housing them all, meaning all scope files defined in the master file or placed in the folder will be looked at by the DLL. Then just have the DLL do whatever it needs to do on the preset defined. I know you can do this, and it makes a lot more sense. The end result is any average joe can make their own scope for whatever preset without even having to open up LE or the scripts' source code. It's a lot more practical.

Or at the very least just put the settings as parameters for your script.