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Subject: Re: Custom Scripts

Posted by [mac](#) on Thu, 16 Jun 2005 18:21:55 GMT

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BRenBot itself does not need the scripts.dll. It reads the gamelog.txt file, which is included in newer SSAOW versions for displaying real time stats.

I think the SSAOW version in 1.40 had no auto restart, but had the 0 bug. That is why we needed to re-add the auto start to things properly..

The current SSAOW version used objects.aow. My suggestion is to base your work on the current SSAOW version, and edit the source code of that, as well as the objects.aow

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