Subject: Idea for new structure on scripts.dll 3.0
Posted by Nightma12 on Mon, 07 Aug 2006 18:54:48 GMT
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Heya!

i have an idea for a new structure on scripts.dll 3.0, since on 2.9.2 you cannot mix + match the bhs.dll's, i have no way of updating them to the latest bhs.dll so that NR can use the commands in it without fucking up SSAOW or any custom scripts the server owner may have

at the moment this is how it works:

scripts.dll = SSAOW, SSCTF, Jonwils scripts + anything else
scripts2.dll = Westwoods Scripts

as you can probably tell, i can update the scripts.dll ot the latest of jonwils scripts without removing ssaow or anything similar and then NR will not have access to the new commands in bhs.dll

so heres what i suggest:

scripts.dll = SSAOW, SSCTF or anything else the server owner adds
scripts2.dll = Jonwils Scripts
scripts3.dll = Westwoods Scripts

by default, (and on the client) scripts.dll itself will just be a blank dll that calls scripts2 + scritps3, and all WD would have to do would be to edit that dll and add his code

if it was done this way, when NR needs commands that are in a later version of bhs.dll, NR or any other bot.... could update bhs.dll as well as scripts2.dll

suggestions/comments plz?