
Subject: Re: scripts

Posted by [danpaul88](#) on Mon, 20 Nov 2006 18:09:29 GMT

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You need the microsoft platform SDK to compile scripts.dll, see the wiki topic ->
http://www.renegadewiki.com/index.php?title=How_to_compile_the_scripts.dll

Also for scripts.dll 3.0, when it is released, you will also need the DirectX SDK.
