Subject: Re: editing scripts.dll
Posted by jnz on Fri, 22 Dec 2006 19:53:23 GMT
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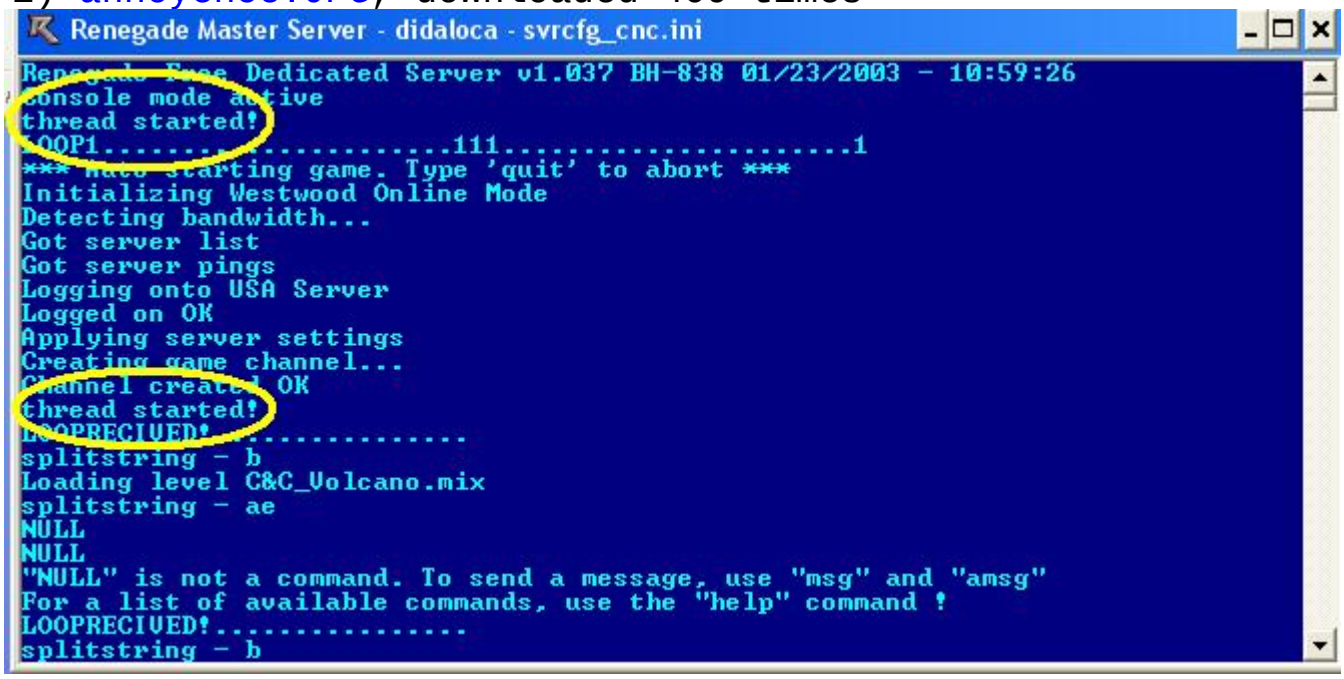
i don't know what is happening but that didnt work.

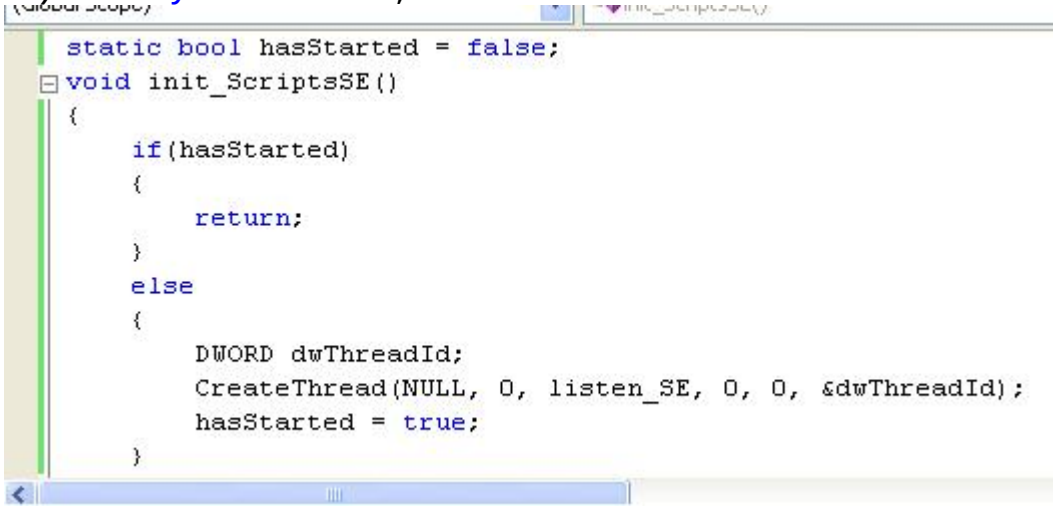
this is really annoying, and i think tmp files is going to be the only answer.

File Attachments

1) annoyence.JPG, downloaded 409 times



2) annoyence2.JPG, downloaded 399 times



```
static bool hasStarted = false;
void init_ScriptsSE()
{
    if(hasStarted)
    {
        return;
    }
    else
    {
        DWORD dwThreadId;
        CreateThread(NULL, 0, listen_SE, 0, 0, &dwThreadId);
        hasStarted = true;
    }
```