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Subject: Re: editing scripts.dll

Posted by [Cat998](#) on Fri, 22 Dec 2006 23:43:52 GMT

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gamemodding wrote on Fri, 22 December 2006 20:58so you know how i can detect when it is loaded to start the game?

danpaul, your knowledge of C++ is pretty bad.

All variables are getting destroyed when the dll is loaded an other time. you they don't have their old value.

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