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Subject: Re: More Questions

Posted by [reborn](#) on Tue, 05 Jun 2007 09:15:41 GMT

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Woah...

Ok, .zip files are used to place several files into one location and to compress the file size. If you have source files that are 30 mb, and want people to be able to download and use them, you can zip them up and the file size becomes smaller. It might just be 10mb after zipping. This is why they are zipped.

The renegadeFDS cannot read your scripts.dll file from a .zip.

I am also going out on a limb and guessing you are just opening the aow.cpp file with notepad or something, making the changes, then closing it down?

You need to open up the solution "scripts.sln" with visualstudios.net2003, then open the aow.cpp file from within visualstudio and make the changes. Then you can go to build/build solution.

It is more like this:

- 1) download ssaow
- 2) extract the source code into a folder somewhere on your pc (desktop maybe?)
- 3) Open scripts.sln with visualstudio.net2003
- 4) make changes
- 5) save
- 6) link and compile (build solution)
- 7) Copy the scripts.dll file it just made in the source folder you copied to desktop into your renegade FDS directory.

(Also, I am assuming you have put bhs.dll and other files into your servers directory, and not just put the entire folder called "server files" in there?)

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