Yes I did that. The actual Definition of Script_Commands is in TT.dll and Scripts2.dll is calling from that aswell. so it most likely has scripts.h too or something like that and it would call upon a link up to TT.dll. An example how Commands->Get_Position(); would look like: (*(int (__cdecl **)(char *, int))(dword_101D3700 + 64))(&v63, a2);

where dword_101D3700 would be the memory position of the beginning of Script_Command_Class and + 64 the offset. I'm using IDA Pro V6.1 with Hex-Rays V1.5.

And thanks