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Subject: Blackhand Studios announces the release of scripts.dll 1.5

Posted by [IRON FART](#) on Mon, 15 Mar 2004 01:16:33 GMT

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Quote:

I think the only bad thing about this 'hack' is that the scripts.so file has to be compiled with the exact same version as the gcc that the renegade binary is compiled with. This is because the scripts.so file returns pointers to class objects, and there's no fixed standard describing how class objects should be organized in memory, so that they can be exchanged between C++ programs and libraries. Microsoft uses the same standard since their first C++ compiler was released, but gcc changes there model a little bit every gcc release. This is the only reason you need the right compiler for the right version. I'm sure precompiled binaries of scripts.so will be available

I totally understand

TY for the stuff.

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