
Subject: How much can be done with scripts.dll
Posted by [snipesimo](#) on Wed, 31 Mar 2004 22:21:19 GMT
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I have a few questions about this, I guess most of them are aimed at the BC team developing most of the scripts.dll mods.

#1: How much can be done with them client-side? I.E. Is it possible to make an FDS-type logfile output with the renegade client and a scripts.dll mod?

#2: Any chance of releasing the scripts.dll mod (if it has been made) that is for AoW servers that reports buildings being destroyed etc? Even if it writes to a seperate file, it could still be read and outputted live with a simple IRC script. Or it could be written to the FDS log-file where BR .Net would just output what is written (pending it is legible).
