
Subject: How much can be done with scripts.dll
Posted by [Alkaline](#) on Thu, 01 Apr 2004 14:10:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

what he wants is for someone else do all the hard work so he can make a gamebot that basically reads all the output.txt from a modded scripts.dll.

Then the gamebot would just parse the output log file which contains all information that happened in the game (including stuff that isn't normally logged in the renlogs)

Try to do something on your own for once snipesmo.
