

---

Subject: scripts.dll stuff on RenWiki

Posted by [jonwil](#) on Mon, 24 Oct 2005 04:25:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have been posting some scripts.dll internals stuff here:

<http://www.renegadewiki.com/index.php?title=API>

Is this usefull to modders?

Is there anything people would like to see me add (thats not already there?)

Is there anything non-internals related people would like to see? (I already see "beginner scripts.dll tutorial" there).

Would a list of all the scripts in the dll with details of all of them be usefull? (or would that just be a waste considering what the readme files say, what should the stuff on the wiki say that the readme files dont)

Any particlular "how do I do x" scripts related items people would be interested in?

---

---

Subject: Re: scripts.dll stuff on RenWiki

Posted by [=HT=T-Bird](#) on Mon, 24 Oct 2005 12:12:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Sun, 23 October 2005 23:25I have been posting some scripts.dll internals stuff here:

<http://www.renegadewiki.com/index.php?title=API>

Is this usefull to modders?

Is there anything people would like to see me add (thats not already there?)

Is there anything non-internals related people would like to see? (I already see "beginner scripts.dll tutorial" there).

Would a list of all the scripts in the dll with details of all of them be usefull? (or would that just be a waste considering what the readme files say, what should the stuff on the wiki say that the readme files dont)

Any particlular "how do I do x" scripts related items people would be interested in?

It would be nice if you documented the gamelog format as well...

---

---

Subject: Re: scripts.dll stuff on RenWiki

Posted by [jonwil](#) on Mon, 24 Oct 2005 12:59:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

=HT=T-Bird wrote on Mon, 24 October 2005 08:12It would be nice if you documented the gamelog format as well...

SSAOW 1.4 will contain a totally new gamelog so documenting the current gamelog would be pointless. (and no, I dont know when 1.4 will be out

---

---

Subject: Re: scripts.dll stuff on RenWiki

Posted by [reborn](#) on Mon, 24 Oct 2005 15:33:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I found this really helpful.. I know the engine call functions are in the engine.h file, but it is a nice reference.

And it would be very helpful of you to detail all the scripts in the dll, i would at least for one find it useful

---

---

Subject: Re: scripts.dll stuff on RenWiki

Posted by [bisen11](#) on Mon, 24 Oct 2005 16:28:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm new to wickis so i found this confusing . How do i find a script and find out what it does?

---

---

Subject: Re: scripts.dll stuff on RenWiki

Posted by [jonwil](#) on Mon, 24 Oct 2005 23:19:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Probably for all the custom scripts, the info in the wiki would just be a copy-and-paste of the contents of the readme file for that script

---

---

Subject: Re: scripts.dll stuff on RenWiki

Posted by [dead6re](#) on Sat, 29 Oct 2005 14:48:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Mon, 24 October 2005 00:25I have been posting some scripts.dll internals stuff here:

<http://www.renegadewiki.com/index.php?title=API>

Is this usefull to modders?

---

Is there anything people would like to see me add (thats not already there?)

Is there anything non-internals related people would like to see? (I already see "beginner scripts.dll tutorial" there).

Would a list of all the scripts in the dll with details of all of them be usefull? (or would that just be a waste considering what the readme files say, what should the stuff on the wiki say that the readme files dont)

Any particlular "how do I do x" scripts related items people would be interested in?

Been following my lead then.

---