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Subject: scripts.dll 3.0 update

Posted by [jonwil](#) on Sat, 14 Oct 2006 18:18:44 GMT

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Firstly, I am going to be shipping "scripts.dll 3.0 beta 2" to those who are beta testing 3.0 this weekend. I am still working hard to get 3.0 out the door...

Secondly, assuming nothing goes wrong with the switch, I plan to switch to Visual Studio 2005 for the scripts.dll/bhs.dll. More specifically, the free Visual C++ 2005 express edition. I encourage anyone doing work with the dll to make the switch (a number of people already have).

If the dll breaks on Visual Studio 2003, I will accept any patches necessary to fix it.

The advantage of switching to VS2005 is that it produces better code. Plus, it has a 100% free (and legal) version that will hopefully be more than adequate to compile the scripts.dll.

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Subject: Re: scripts.dll 3.0 update

Posted by [nopol10](#) on Sun, 15 Oct 2006 02:56:01 GMT

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Does that mean that IntelliSense will show the functions and all that stuff correctly?

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Subject: Re: scripts.dll 3.0 update

Posted by [dead6re](#) on Sun, 15 Oct 2006 07:09:39 GMT

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VS2005 seems to be able to show the functions correctly so I would assume yes.

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Subject: Re: scripts.dll 3.0 update

Posted by [StealthEye](#) on Sun, 15 Oct 2006 10:14:01 GMT

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I can't remember of any problems with it, I've been using 2005 Express mostly, but have used 2003 for quite some time too...

[edit]

Nice to see it's all converted to 2005 (Express). I converted my scripts.dll source to 2005 a long time ago, but it is good that it will be the default and supported version now.

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