Subject: Custom Scripts
Posted by Fenrir on Thu, 28 Feb 2008 19:45:16 GMT
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The Renhelp.net website has a link in it's "Getting Started" section to "Custom Scripts by JonWil".
What is that exactly?

Subject: Re: Custom Scripts
Posted by Jerad2142 on Thu, 28 Feb 2008 19:46:52 GMT
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Basically scripts control all events in Renegade, but you need to gain an understanding of C++ to
make them.

Subject: Re: Custom Scripts
Posted by CrAsHBaCo on Sun, 02 Mar 2008 23:57:53 GMT
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Umm, just wondering, I've never had the chance to come across anything that explain me the
scripts. Any chance you could link me to a webpage?

(Maybe RenHelp as something for this, but I don't really understand what "the script" is all about).

Subject: Re: Custom Scripts
Posted by cnc95fan on Mon, 03 Mar 2008 11:35:02 GMT
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 http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2 3043
Follow that. You will bound to be 0o

Subject: Re: Custom Scripts
Posted by Lone0001 on Mon, 03 Mar 2008 17:04:34 GMT
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Uh I think he meant the link for the getting started guide on renhelp which is here:
http://renhelp.net/index.php?mod=Content&action=view&id=Getting+Started

Subject: Re: Custom Scripts
Posted by CrAsHBaCo on Mon, 03 Mar 2008 19:10:19 GMT
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Actually, I'm pretty fine with LevelEdit itself, I was just wondering what the script file was adding to Renegade, and I found out myself.

Thanks for the help anyway.

Subject: Re: Custom Scripts
Posted by cpjok on Tue, 04 Mar 2008 03:38:05 GMT

Jerad Gray wrote on Thu, 28 February 2008 14:46Basically scripts control all events in Renegade, but you need to gain an understanding of C++ to make them.

i carnt get my c++ to open .dll files i downloaded some thing to help and the ways to do that arnt on the c++ i have ill post ss

File Attachments
1) ss.JPG, downloaded 697 times

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Subject: Re: Custom Scripts
Posted by Genesis2001 on Tue, 04 Mar 2008 05:47:44 GMT

3** things wrong with your situation cpjok:

1. You can't open a *.dll file to editing. You need to edit the source.

2. You're using a version of VC++ that is highly discouraged from being used to edit Scripts.dll. Reason: Compiler changes that make Scripts.dll un-buildable.... :/ You need VC++ 2005 to re-compile Scripts.dll.

EDIT: (noticed a 3rd thing wrong...)

3. Thirdly...You're trying to use VISUAL BASIC 2008 to edit Scripts.dll <_< Scripts.dll is not coded in VB.NET :/ (not yet at least -hehe-)

~Zack

Subject: Re: Custom Scripts
Posted by saberhawk on Tue, 04 Mar 2008 07:19:08 GMT

Zack wrote on Mon, 03 March 2008 23:473** things wrong with your situation cpjok:

1. You can't open a *.dll file to editing. You need to edit the source.

2. You're using a version of VC++ that is highly discouraged from being used to edit Scripts.dll. Reason: Compiler changes that make Scripts.dll un-buildable.... :/ You need VC++ 2005 to re-compile Scripts.dll.

EDIT: (noticed a 3rd thing wrong...)

3. Thirdly...You're trying to use VISUAL BASIC 2008 to edit Scripts.dll <_< Scripts.dll is not coded in VB.NET :/ (not yet at least -hehe-)

~Zack

VC2008 can build scripts.dll no problem, there's just a slight bugfix that needs to be done in engine_common.cpp.

Find:
#if (_MSC_VER == 1400)
Replace with (2 occurrences):
#if (_MSC_VER >= 1400)