Subject: I need of a modified scripts.dll
Posted by Dave Anderson on Fri, 16 May 2008 15:40:53 GMT
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I'm looking for a somewhat modified scripts.dll that you may be using in your server. I don't have the time to learn about the Renegade engine to create scripts for the server, and I need it for a project I'm working on. If anyone is willing to throw a copy of their modified scripts.dll (I need all the source files too) it will be greatly appreciated.

If your scripts.dll has some changes to it that stick out in gameplay that would be nice so I can know it still works after I convert it.

If you don't want to post it here so people can't use it, add me to your msn <dave@dcomproductions.net> or email, or pm it to me.

Subject: Re: I need of a modified scripts.dll
Posted by mrÃ£Ã§Ä·z on Fri, 16 May 2008 15:56:27 GMT
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Hmmmm maybe i post a Edited File... first when im back at home =D

Subject: Re: I need of a modified scripts.dll
Posted by _SSnipe_ on Fri, 16 May 2008 18:46:32 GMT
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wat u need

Subject: Re: I need of a modified scripts.dll
Posted by Dave Anderson on Fri, 16 May 2008 19:02:42 GMT
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I just need a scripts.dll that has been modified fairly a lot. Things that are noticeable while in-game. What I am doing (I can't give away the entire project) is converting the dll itself and I just need to make sure that after the conversion the dll itself still works with Renegade.

Subject: Re: I need of a modified scripts.dll
Posted by jnz on Fri, 16 May 2008 19:22:17 GMT
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Use YaRR

Subject: Re: I need of a modified scripts.dll
Posted by wittebolx on Fri, 16 May 2008 20:03:08 GMT
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ill send you my C&C scripts.dll with source, theres enough to work with

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Subject: Re: I need of a modified scripts.dll
Posted by cAmpa on Sat, 17 May 2008 08:25:48 GMT
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Nice tactic to save lots of time.

Subject: Re: I need of a modified scripts.dll
Posted by halo2pac on Sun, 18 May 2008 23:51:52 GMT
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dave I cant wait till you make a release canidate for what your working on ^^

Subject: Re: I need of a modified scripts.dll
Posted by reborn on Wed, 28 Oct 2009 10:48:09 GMT
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Holy flying bump out of nowhere!

Anyway.. Seeing as Dave is apparantly back on the board, albeit under another alias, thought I
would add a kind reminder.
What happened to this project?

Subject: Re: I need of a modified scripts.dll
Posted by YazooGang on Wed, 28 Oct 2009 20:17:21 GMT
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I never expected dave to say something like this:
Quote: I don't have the time to learn about the Renegade engine to create scripts for the server,

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Subject: Re: I need of a modified scripts.dll
Posted by BlueThen on Thu, 29 Oct 2009 02:59:55 GMT
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KamBot
http://magicant.org/discussion/21/My-last-contribution.../

Subject: Re: I need of a modified scripts.dll
Posted by Dave Anderson on Thu, 29 Oct 2009 04:57:02 GMT

YazooGang wrote on Wed, 28 October 2009 14:17I never expected dave to say something like this:
Quote: I don't have the time to learn about the Renegade engine to create scripts for the server,

At the time I was working on almost 10 different projects and this was low-priority. Cutting out the time to learn the FDS and server components would have sped up the development process and made for a quicker release

I never finished this project though, and have long lost the source. What I can say is that I got the DLL to compile, I got it to load in the FDS, but I ran into a severe problem with interoping the native and managed code and getting it to work while in-game.