Subject: Camera.ini and scripts.dll
Posted by Angel of Dawn on Mon, 14 Apr 2003 16:10:45 GMT
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Hello everybody

I MUST run a LFDS with a mod. Do not ask which mod, its not necessary. The mod uses a custom camera.ini and a scripts.dll and and a scripts2.dll.

If either the server or a client has the camera.ini, nobody can conenct cause of version mismatch. to the scripts.dll, the server does not use the custom scripts.

If we test the mod on a windows non-dedicated client, the camera.ini and both scripts.dll are beeing in use and everything works fine.

How can i fix both problems?

Subject: Camera.ini and scripts.dll
Posted by mac on Mon, 14 Apr 2003 19:48:31 GMT
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What you need is a port of the jonwil's scripts.dll to its unix counterpart. That does not exist (yet). Until then, you will not able to use custom scripts on the LFDS.

Subject: Camera.ini and scripts.dll
Posted by Angel of Dawn on Mon, 14 Apr 2003 22:59:39 GMT
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UerrmhhrAAAAARGHHH
When it will be released?

Subject: Camera.ini and scripts.dll
Posted by laeubi on Tue, 15 Apr 2003 07:39:22 GMT
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The part for Jonwill: Contact him (just an idea   )

The version mismatch is caused by the cameras.ini, because Ren recognices a different versions of the ini's on your PC and think you have diferent version (that is to prefent ini cheating, because how powerfull a wepon is is also defined in an ini-file)

I dunno if it works if both have the same ini-file but I don't hink so (its the same on a Win DS)

Subject: Camera.ini and scripts.dll
Posted by Angel of Dawn on Tue, 15 Apr 2003 10:56:59 GMT
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How can i contact Jonwill?

And yeah, thanks for the explanation, but i know that
If client and server has the same.ini it still does not work.

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