
Subject: Re: scripts.dll 2.2.3 progress report
Posted by [danpaul88](#) on Sun, 29 Jan 2006 12:19:23 GMT
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jonwil wrote on Sun, 29 January 2006 01:09: Just wait for 2.3 and download that when its done, the bug will definatly be gone
The scripts.dll is written in C++.
You need Microsoft Visual C++ 2003.
Visual C++ 2005 doesnt work at this time and Visual C++ 6 is a ancient piece of garbage that wont compile it anymore either.

I am assuming Visual Studio Net 2003 is just a different name for Visual C++ 2003?
