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Subject: Re: SSAOW 1.5 Problem

Posted by [dead6re](#) on Thu, 08 Jun 2006 16:23:40 GMT

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```
class DEAD_Fly : public ScriptImpClass {
void Created(GameObject *obj);
};
```

```
void DEAD_Fly::Created(GameObject *obj)
{
Toggle_Fly_Mode(obj);
}
```

```
ScriptRegistrant<DEAD_Fly> DEAD_Fly_Registrant("DEAD_Fly","");
```

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When I compile the dll it is over 1mb big compared to the 800kb dll that you supply inside the archive and the script is NOT detected in LevelEdit andn I cannot apply it to any presets.

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Also I was wondering where the includes part for custom .cpp and .h are. Currently I am using the SSAOW custom part but i tried the ordinary scripts.dll and placed it inside Neo and it did not work.

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