
Subject: Re: scripts-2.8 source wont compile
Posted by [jnz](#) on Sat, 29 Jul 2006 02:18:11 GMT

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i have looked at rlmon in bhs.txt and how to use it. but what i have noticed is that if i just recompile scripts.dll without editing. renegadefds doent include it at all. and you only have a small amount of commands. this is very anoying, i am using version 8.0 of microsoft visual c++ express edition. why wont it work? i have no errors when it compiles at all, not even warnings.

i hope someone can help.
