

Subject: Re: editing scripts.dll

Posted by [jnz](#) on Fri, 22 Dec 2006 19:53:23 GMT

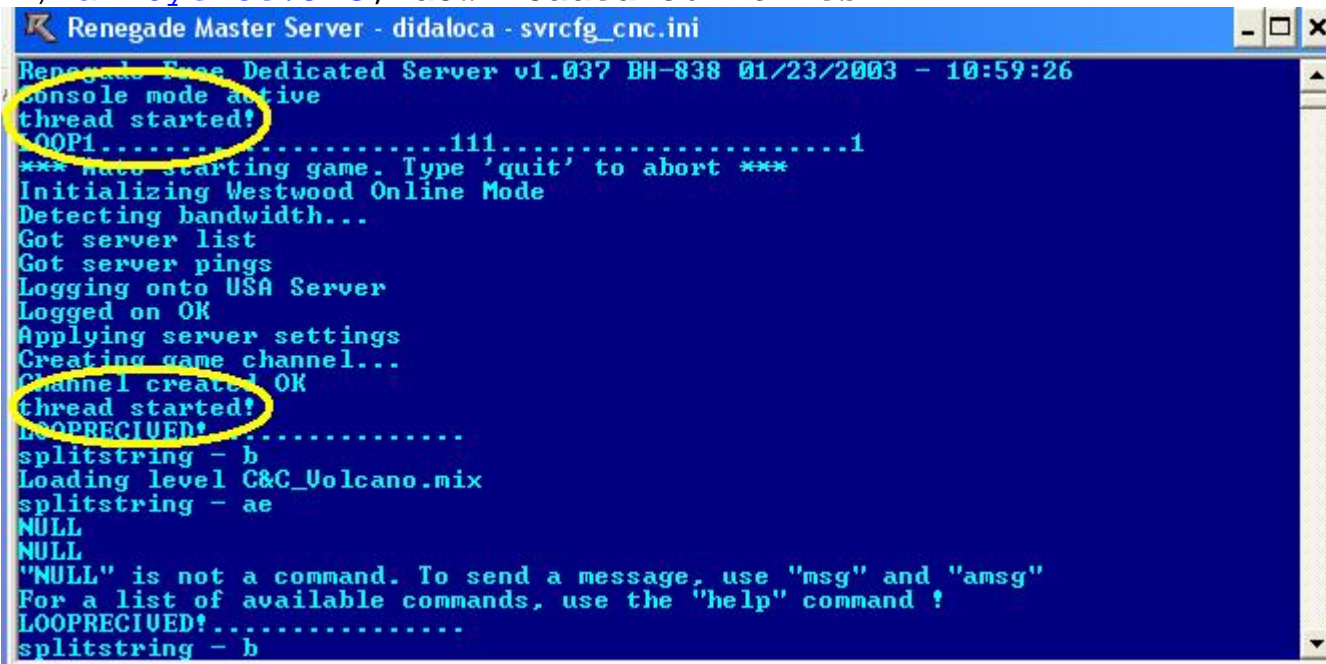
[View Forum Message](#) <> [Reply to Message](#)

i don't know what is happening but that didnt work.

this is really annoying, and i think tmp files is going to be the only answer.

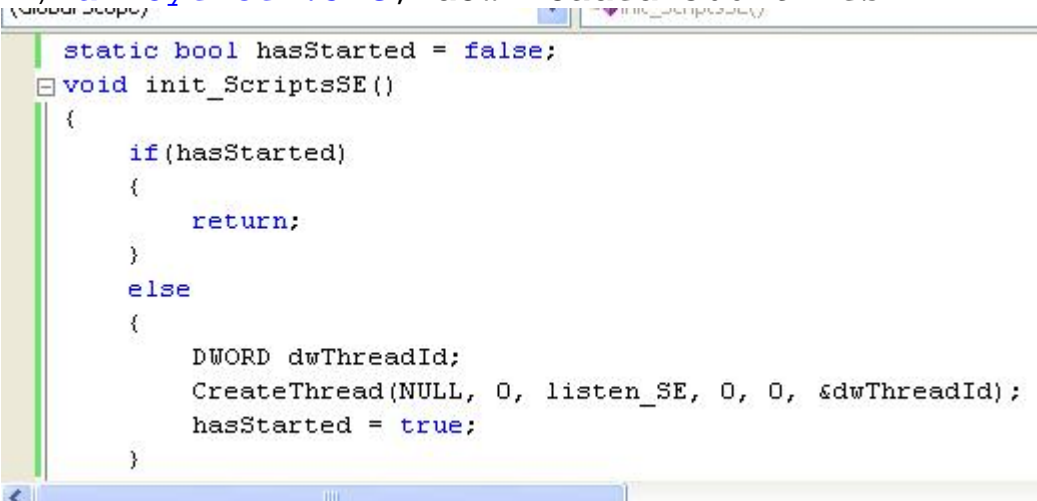
File Attachments

1) [annoyence.JPG](#), downloaded 564 times



```
Renegade Master Server - didaloca - svrCFG_cnc.ini
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
console mode active
thread started!
LOOP1.....111.....1
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Detecting bandwidth...
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
thread started!
LOOPRECIUED!
splitstring - b
Loading level C&C_Volcano.mix
splitstring - ae
NULL
NULL
"NULL" is not a command. To send a message, use "msg" and "amsg"
For a list of available commands, use the "help" command !
LOOPRECIUED!
splitstring - b
```

2) [annoyence2.JPG](#), downloaded 560 times



```
static bool hasStarted = false;
void init_ScriptsSE()
{
    if(hasStarted)
    {
        return;
    }
    else
    {
        DWORD dwThreadId;
        CreateThread(NULL, 0, listen_SE, 0, 0, &dwThreadId);
        hasStarted = true;
    }
}
```