

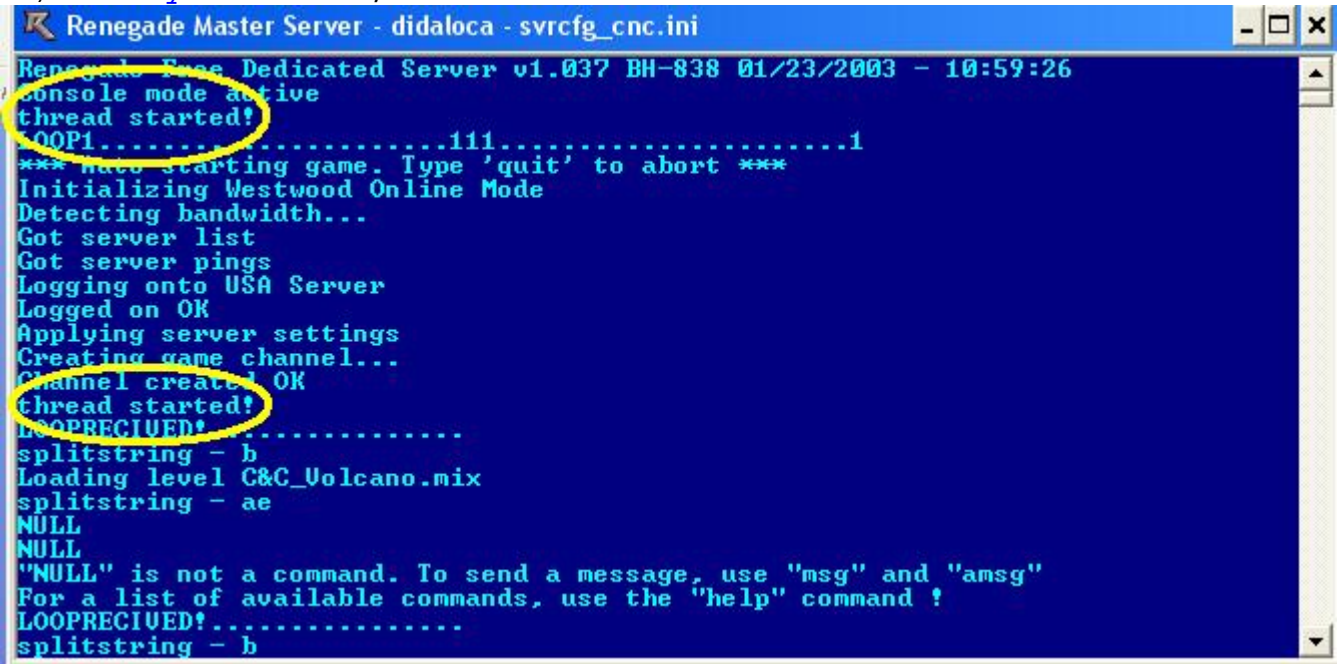
Subject: Re: editing scripts.dll
Posted by [jnz](#) on Fri, 22 Dec 2006 19:53:23 GMT
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i don't know what is happening but that didnt work.

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

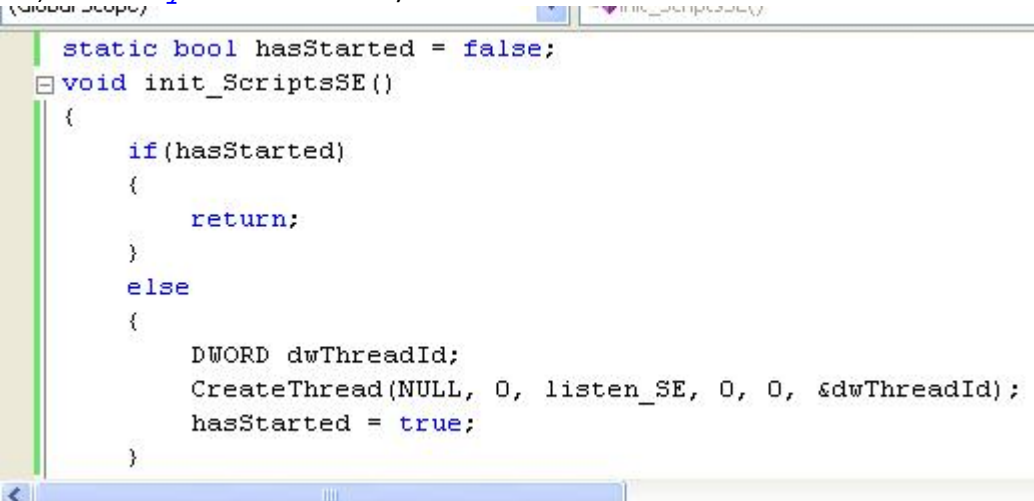
File Attachments

1) [annoyence.JPG](#), downloaded 744 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 742 times



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