Subject: Re: editing scripts.dll
Posted by danpaul88 on Sat, 23 Dec 2006 13:18:50 GMT
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Cat998 wrote on Fri, 22 December 2006 23:43danpaul, your knowledge of C++ is pretty bad.
All variables are getting destroyed when the dll is loaded an other
time. you they don't have their old value.

I don't usually work with .dll files, in a normal program static variables are static...