Posted by Stallion on Wed, 21 Mar 2007 12:15:17 GMT

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I'm new to scripting but have done a quick study of the script form and came up with a small script I want to make for my map as well as wish to make further scripts in the future.

I can make the proper form for the script by reviewing the source code but unfortunetely I'm basically clueless from there. I downloaded visual c++ express edition for easier editing and to be able to compile it once I'm done with it but I'm not even sure what exactly to compile it with or into. :S I was wondering if anyone could please give me a basic overview of what to do once I've made my script and how I would be able to share it with everyone and/or have others be able to use it when they play my map.

Also, does anyone know what to use to view the .so and .sh files?