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Subject: Re: scripting

Posted by [jonwil](#) on Wed, 21 Mar 2007 13:58:02 GMT

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The .so and .sh files are only relevant if you care about the linux FDS. The .so files are the compiled scripts.dll for linux and the .sh files are used to compile scripts-RH8.so or scripts-RH73.so as appropriate.

As for compiling, first you need Visual C++ 2005 Express Edition (which you seem to have). Second you need the Microsoft Platform SDK and the Microsoft DirectX SDK (google for them). Then, open scripts.sln and select "build" then "build solution". If it gives any errors, post them here. Otherwise scripts.dll has compiled fine and you can then make whatever changes to it you like. When you are distributing it for other people to use, you need to distribute the scripts.dll file that is created in the folder with all the source code.

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