
Subject: [Coding] scripts.dll server reading
Posted by [Genesis2001](#) on Tue, 24 Apr 2007 04:07:55 GMT
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I've heard that it's possible to read the server directly from scripts.dll through creating a TCP server or some sort of server inside scripts.dll. I am looking for someone who knows how to do this and would be willing to help me. ./ I need help creating the server and then using the data recieved from the scripts.dll to be transformed into something that I can code with.

Thanks,
MathK1LL

P.S.

Needing someone who specializes in scripts.dll & in C++/CLI (Managed C++)
