
Subject: Re: How to set up a build environment for compiling the scripts.dll

Posted by [gkl21](#) on Mon, 22 Sep 2008 03:56:43 GMT

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Same setup instructions as before with a minor adjustment..

In engine_common.cpp, change the following and recompile scripts.dll.

```
#if (_MSC_VER == 1400)
```

to

```
#if (_MSC_VER == 1500)
```

There are two instances.
