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

Posted by [saberhawk](#) on Mon, 22 Sep 2008 04:36:13 GMT

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gkl21 wrote on Sun, 21 September 2008 22:56 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.

No.

You need to change them to `#if (_MSC_VER >= 1400)`
