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Subject: Re: A complete newbies guide to writing their first TT plug-in

Posted by [Stallion](#) on Wed, 29 Jan 2014 23:31:30 GMT

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I made my first script with this, but now how do I turn it into a scripts.dll or what do I need to do in order to be able to use it?

All I have is scripts.exp and scripts.lib, but no scripts.dll

(Btw, I skipped using it to make a plugin and made my own reverse engineered Stallion.h and Stallion.cpp files for a standard script)

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