Subject: Re: How much can be done with scripts.dll
Posted by Whitedragon on Thu, 01 Apr 2004 23:09:55 GMT
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snipesimoI have a few questions about this, I guess most of them are aimed at the BC team developing most of the scripts.dll mods.

#1: How much can be done with them client-side? I.E. Is it possible to make an FDS-type logfile output with the renegade client and a scripts.dll mod?
#2: Any chance of releasing the scripts.dll mod (if it has been made) that is for AoW servers that reports buildings being destroyed etc? Even if it writes to a seperate file, it could still be read and outputted live with a simple IRC script. Or it could be written to the FDS log-file where BR .Net would just output what is written (pending it is legible).

1. scripts.dll isnt parsed by client and has no access to chat or anything like that if the client is hosting

2. I believe vlokt plans to do this, but its low on his priority list.