Subject: How much can be done with scripts.dll
Posted by Alkaline on Fri, 02 Apr 2004 02:47:24 GMT

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snipesimoIts loaded on the client if the client is the host.

Alkaline, thats not what I want to do at all. Also, try spelling my name right. I have no current intent for a Gamebot, not to mention the fact that the FDS already has logfiles so what your saying doesn't even make sense.

well based on this:

Quote:#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).

That would have to be run on the server, and only a custom serverside scripts.dll would be able to output the data to a file.