
Subject: How do I create scripts?

Posted by [deadmoap](#) on Sun, 30 May 2004 22:10:30 GMT

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I looked in Script.dll, and it had these funtions:

Create_Script
Destroy_Script
Get_Script_Count
Get_Script_Name
Get_Script_Param_Description
Set_Request_Destroy_Func
Set_Script_Commands
_DllMain@12

I'm guessing that creating a script for renegade would be like creating a script for Messenger Plus, where I just make a DLL that has a few functions and put it in a certain folder.
