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Subject: Scripts.dll

Posted by [icewing01](#) on Sat, 19 Jun 2004 18:42:54 GMT

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i am kinda new to this but i have downloaded the scripts.dll

My question is do i need to edit the source codes or do i need to edit it with renegade editor?

2nd question is how can i use them in game ???

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Subject: Scripts.dll

Posted by [xptek\\_disabled](#) on Sat, 19 Jun 2004 18:44:06 GMT

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You'll need Microsoft Visual C++ and some prior C++ experience if you want to change anything around.

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Subject: Scripts.dll

Posted by [icewing01](#) on Sat, 19 Jun 2004 19:29:04 GMT

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you mean visual basic right but why they dont say it on the readme ? and i thought it was going on renegade editor but then it doesnt change the dll file that is included with the scripts.dll so my question is how to put these things in it?

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Subject: Scripts.dll

Posted by [xptek\\_disabled](#) on Sat, 19 Jun 2004 19:45:44 GMT

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No, I mean Visual C++.

You're not going to be able to change anything without some prior knowledge.

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