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Subject: scripts.dll legal clarification

Posted by [jonwil](#) on Thu, 23 Sep 2004 23:00:57 GMT

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In light of bhs.dll (which isnt covered by the existing scripts.dll legal bit), I am changing the GPL exemption.

Basicly, you only need to release source code for anything that is in the same binary module as scripts.dll code.

So that means that bhs.dll, game.exe, server.dat, scripts2.dll (the westwood scripts.dll), renalert.dll and stuff are fine.

Only dlls containing my code need to be released as 100% open (i.e. enough to recompile)

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