

---

Subject: I need some help from good modders, its about the scripts

Posted by [Anonymous](#) on Tue, 19 Nov 2002 03:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I need someone to make a list of all the standard WW scripts that are needed or important or usefull for multiplayer (remember that 80-90\% of the scripts are either test scripts that really dont do that much or are for the SP missions). Basicly, if not having this script will break either an existing WW multiplayer map or one that you have written, tell me.I plan to take that list, study those particular scripts and see if I can "rewrite" them in a special version of my own scripts.dll designed such that you no longer need the WW dll, it will make my dll easier to use and easier to include with mod packages.Just remember that the final decision on what scripts to rewrite is up to me (unless someone else with good C++ skills comes forward and says that they want to write some scripts, in which case I will explain how you do it

---

---

Subject: I need some help from good modders, its about the scripts

Posted by [Anonymous](#) on Tue, 19 Nov 2002 07:09:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm willing to help with programming if you need it

---

---

Subject: I need some help from good modders, its about the scripts

Posted by [Anonymous](#) on Tue, 19 Nov 2002 08:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Can't you create a DLL that logs all scripts being used in multiplayer? Then some players can use this DLL for some time after which they send the log to you.

---