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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Wed, 27 Nov 2002 15:58:00 GMT  
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Rather than waiting until i have finished all of them and added to RenHelp, i have created this temp web page for public view...First version of this, i will do what i can to get it more updated, and more explained... as well as some pictures, and samples as soon as possible, i have a lot on my tray right now, so i am doing what i can...This is kind of a "work in progress", i will be working on this as i can, and updating as frequent as possible.If you have any suggestions, or other scripts that you have heard of or found, please email me with as much info on them as you can @ Dante@cncrenegade.info you can view it here...<http://dante.havocide.com/scripts.htm>

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Wed, 27 Nov 2002 16:42:00 GMT  
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omg!! asked for this months & months ago. thank you thank you thank you thank you thank you  
thank you thank you thank you thank you thank you thank you thank you thank you thank you  
thank you thank you thank you thank you thank you thank you thank you thank you thank you  
thank you thank you thank you thank you DANTE!

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Wed, 27 Nov 2002 16:42:00 GMT  
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Dante....dude...this ROCKS! Thanks man!

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Wed, 27 Nov 2002 20:47:00 GMT  
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ok, hopefully i can get an update to this tonight, as i will go through and test each and everyone of those missing scripts...lata... [ November 27, 2002, 20:48: Message edited by: Dante ]

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Wed, 27 Nov 2002 21:08:00 GMT  
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Great work dante!Thanks for the heads up.

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Thu, 28 Nov 2002 07:38:00 GMT  
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Yey thanks Dante.I'm really busy at the moment with my final year project at uni. When I'm done there I'm all go.Thanks again.

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Fri, 29 Nov 2002 09:21:00 GMT  
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I've Programmed a little tool, for that here Maybee you want to add your know and send me the file? (Details, view readme.txt)

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Fri, 29 Nov 2002 11:33:00 GMT  
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sorry, don't speak german/dutch whatever that is... could someone translate that and let me know what it is???

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Fri, 29 Nov 2002 13:44:00 GMT  
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well, 90\% of the people here read and understand english... i would suggest making your programs english based, rather than german

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Fri, 29 Nov 2002 14:19:00 GMT  
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quote:Originally posted by Dante:well, 90\% of the people here read and understand english... i would suggest making your programs english based, rather than germanThat could help

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 00:18:00 GMT  
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Its German Do you need a translation of the readme?Or the Text for Download?The righth tool is: scripts.zipThe text says:You need the parameters of a script? here you find the most important

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and you can also add other skripts you know, so that you help others to deal with the skripts in

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 03:31:00 GMT  
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Are you help me with translation?My English is'nt quite well.My Advanced Renegade  
COnfiguration tool Supports both languages.I'll also try to make an English Verison of the  
Programm, but don't thik its would be a perfect Translation

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 05:49:00 GMT  
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I quicly looked to the script.dll, and i directly saw lots of nops. Indicating this dll is not compiled by  
normal compiler, but something else. It is maybe generated by a kind of script editor which is not  
released yet. But i not sure of it.

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 13:03:00 GMT  
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The Englisch/German Version is now avaiable at:<http://www.laeubi.de/sonstiges/tools>

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 16:45:00 GMT  
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All those NOPs are supposed to be there.Visual C++ inserts those NOPs so that functions start on  
a certain alignment (excatly why it does it I dont know)

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Sat, 30 Nov 2002 18:42:00 GMT  
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hmm, nope, still in german....

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Sun, 01 Dec 2002 00:54:00 GMT  
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uhmm, scripts.dll was compiled with Visual C++, as well as all the other westwood components.

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Sun, 01 Dec 2002 00:56:00 GMT  
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Advanced Renegade COnfiguration tool Supports both languages.I'll also try to make an English Verison of the Programm, but don't thik its would be a perfect Translation btw, i am american, speak english, and i tried your ARC, and got \*\*\*\*e out of it, couldn't read 75\% of what it said... sorry

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Subject: Scripts.dll Explained... A work in progress  
Posted by [Anonymous](#) on Tue, 03 Dec 2002 08:13:00 GMT  
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next try...Now the scripts in English, too.

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