
Subject: question for scripts.dll developers
Posted by [jonwil](#) on Sun, 05 Mar 2006 23:46:14 GMT
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This is a question for anyone writing code or otherwise working with the scripts.dll sources.

I am considering moving scripts.dll deveopment to Visual C++ 2005.
There is a (currently free) version available called Visual C++ 2005 express available here:
<http://msdn.microsoft.com/vstudio/express/visualc/download/>

If anyone has a problem with that, speak up now.

Subject: Re: question for scripts.dll developers
Posted by [reborn](#) on Sun, 05 Mar 2006 23:58:39 GMT
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I prefer working with visualstudio.net2003, would be great to stay with that

Subject: Re: question for scripts.dll developers
Posted by [ben5015se](#) on Mon, 06 Mar 2006 01:00:03 GMT
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i think you should make them work with bloodshed cpp, because its free..

Subject: Re: question for scripts.dll developers
Posted by [=HT=T-Bird](#) on Mon, 06 Mar 2006 01:51:31 GMT
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jonwil wrote on Sun, 05 March 2006 17:46This is a question for anyone writing code or otherwise working with the scripts.dll sources.

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If anyone has a problem with that, speak up now.

VERY GOOD! P.S. what version of GCC+Binutils do you need in order to compile scripts.dll/SSAOW for the LFDS? (I'm wondering if GCC 4.0.x or 4.1.x will work in particular)

Subject: Re: question for scripts.dll developers
Posted by [jonwil](#) on Mon, 06 Mar 2006 06:52:13 GMT
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Only Visual C++ will work because it has to be binary compatible with renegade.
As for linux, I use:
RH8 gcc version 3.2.3 20030502 (Red Hat Linux 3.2.3-47.3)
RH73 gcc version 2.95.4 20011002 (Debian prerelease)
Other 3.2.x versions should work for RH8 and other 2.95.x releases should work for RH7
GCC 4 will not work because it is not binary compatible with the versions in question.

Subject: Re: question for scripts.dll developers
Posted by [nopol10](#) on Thu, 09 Mar 2006 09:37:09 GMT
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I have tested Visual C++ Express 2005 and it looks quite good for the job. (I still like to stick with Bloodshed C++ though)

Subject: Re: question for scripts.dll developers
Posted by [=HT=T-Bird](#) on Thu, 09 Mar 2006 21:41:34 GMT
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jonwil wrote on Mon, 06 March 2006 00:52 Only Visual C++ will work because it has to be binary compatible with renegade.
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RH8 gcc version 3.2.3 20030502 (Red Hat Linux 3.2.3-47.3)
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Other 3.2.x versions should work for RH8 and other 2.95.x releases should work for RH7
GCC 4 will not work because it is not binary compatible with the versions in question.

You forgot to tell me what Binutils version you are using! *bops Jonwil on head*

Subject: Re: question for scripts.dll developers
Posted by [reborn](#) on Thu, 09 Mar 2006 21:55:10 GMT
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So are we sticking with visualstudios.net2003?

//hopes

Subject: Re: question for scripts.dll developers
Posted by [AmunRa](#) on Fri, 10 Mar 2006 19:09:37 GMT
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just bought vs 2005, so id prefer ya move it there

Subject: Re: question for scripts.dll developers
Posted by [theplague](#) on Fri, 10 Mar 2006 23:33:57 GMT
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well i think sooner or later the move to 2005 has to be made. It delivers some promising fetures that will shorly make debugging a load easier...

so if we put it off now, it'll just come up again. having a free version available for download is just another bonus ;P
