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Subject: Win32 -> Linux

Posted by [QoQn00b](#) on Mon, 29 Jan 2007 02:27:45 GMT

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I didn't know whether to post this in Win32 or Linux FDS...

I have an FDS that I've been running, and I've modded the scripts.dll. Thus far I've been running it from my local computer but that decreases SFPS and increases lag.

I finally have a separate unit to run it from. Only problem is, I'm running it from Windows now, and my server unit runs Linux. Now, I don't want to convert the server to Windows because of conversion problems and security issues.

How can I convert my modded FDS to Linux, and use the same DLLs?

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Subject: Re: Win32 -> Linux

Posted by [Whitedragon](#) on Mon, 29 Jan 2007 04:50:45 GMT

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Scripts.dll works on the LFDS, so you just need to recompile it on your linux box with your changes. Take a look at linux.txt in the scripts download, it explains what you need.

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Subject: Re: Win32 -> Linux

Posted by [QoQn00b](#) on Mon, 29 Jan 2007 06:24:45 GMT

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That all looks ok cept I don't have a linux.txt in any of my folders... could you paste a copy here?

Thanks for the prompt reply...

PS: Does MS Vis C++ Studio '03 work on Linux? Or do I need a different DLL Compiler?

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Subject: Re: Win32 -> Linux

Posted by [Whitedragon](#) on Mon, 29 Jan 2007 06:53:30 GMT

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You'll need a certain version of GCC(linux compiler) which is specified in linux.txt. If you've never compiled anything on linux before you might have some trouble with this.

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### File Attachments

1) [linux.txt](#), downloaded 286 times

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Subject: Re: Win32 -> Linux  
Posted by [QoQn00b](#) on Mon, 29 Jan 2007 17:43:19 GMT  
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OK, thanks very much, I'll see if that'll work for me

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Subject: Re: Win32 -> Linux  
Posted by [QoQn00b](#) on Tue, 30 Jan 2007 01:10:22 GMT  
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Oh and by the way... will my CURRENT scripts.dll work once I've patched it, or so I have to recompile the files for Linux?

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Subject: Re: Win32 -> Linux  
Posted by [Whitedragon](#) on Tue, 30 Jan 2007 01:52:02 GMT  
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You have to recompile it. Windows files/programs don't work on linux, and vice versa.

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