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?

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.

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?

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.

File Attachments
1) linux.txt, downloaded 303 times

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

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?

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.