
Subject: Custom Scripts

Posted by [Fenrir](#) on Thu, 28 Feb 2008 19:45:16 GMT

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The Renhelp.net website has a link in it's "Getting Started" section to "Custom Scripts by JonWil". What is that exactly?

Subject: Re: Custom Scripts

Posted by [Jerad2142](#) on Thu, 28 Feb 2008 19:46:52 GMT

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Basically scripts control all events in Renegade, but you need to gain an understanding of C++ to make them.

Subject: Re: Custom Scripts

Posted by [CrAsHBaCo](#) on Sun, 02 Mar 2008 23:57:53 GMT

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Umm, just wondering, I've never had the chance to come across anything that explain me the scripts. Any chance you could link me to a webpage?

(Maybe RenHelp as something for this, but I don't really understand what "the script" is all about).

Subject: Re: Custom Scripts

Posted by [cnc95fan](#) on Mon, 03 Mar 2008 11:35:02 GMT

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<http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2> 3043
Follow that. You will bound to be 0o

Subject: Re: Custom Scripts

Posted by [Lone0001](#) on Mon, 03 Mar 2008 17:04:34 GMT

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Uh I think he meant the link for the getting started guide on renhelp which is here:
<http://renhelp.net/index.php?mod=Content&action=view&id=Getting+Started>

Subject: Re: Custom Scripts

Posted by [CrAsHBaCo](#) on Mon, 03 Mar 2008 19:10:19 GMT

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Actually, I'm pretty fine with LevelEdit itself, I was just wondering what the script file was adding to Renegade, and I found out myself.

Thanks for the help anyway.

Subject: Re: Custom Scripts

Posted by [cpjok](#) on Tue, 04 Mar 2008 03:38:05 GMT

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Jerad Gray wrote on Thu, 28 February 2008 14:46 Basically scripts control all events in Renegade, but you need to gain an understanding of C++ to make them.

i carnt get my c++ to open .dll files i downloaded some thing to help and the ways to do that arnt on the c++ i have ill post ss

File Attachments

1) [ss.JPG](#), downloaded 658 times

dxsdk_aug2...



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Subject: Re: Custom Scripts

Posted by [Genesis2001](#) on Tue, 04 Mar 2008 05:47:44 GMT

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3** things wrong with your situation cpjok:

1. You can't open a *.dll file to editing. You need to edit the source.
2. You're using a version of VC++ that is highly discouraged from being used to edit Scripts.dll.
Reason: Compiler changes that make Scripts.dll un-buildable.... :/ You need VC++ 2005 to re-compile Scripts.dll.

EDIT: (noticed a 3rd thing wrong...)

3. Thirdly...You're trying to use VISUAL BASIC 2008 to edit Scripts.dll <_< Scripts.dll is not coded in VB.NET :/ (not yet at least -hehe-)

~Zack

Subject: Re: Custom Scripts

Posted by [saberhawk](#) on Tue, 04 Mar 2008 07:19:08 GMT

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Zack wrote on Mon, 03 March 2008 23:473** things wrong with your situation cpjok:

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2. You're using a version of VC++ that is highly discouraged from being used to edit Scripts.dll.
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EDIT: (noticed a 3rd thing wrong...)

3. Thirdly...You're trying to use VISUAL BASIC 2008 to edit Scripts.dll <_< Scripts.dll is not coded in VB.NET :/ (not yet at least -hehe-)

~Zack

VC2008 can build scripts.dll no problem, there's just a slight bugfix that needs to be done in engine_common.cpp.

Find:

```
#if (_MSC_VER == 1400)
```

Replace with (2 occurrences):

```
#if (_MSC_VER >= 1400)
```
