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Subject: Server & .DLL's

Posted by [mr£Ä\\$Ä-z](#) on Sat, 21 Feb 2009 16:58:48 GMT

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OK, i added 3 Chat Commands to the SSGM Source, it compiles without Problemms, but when i use the Scripts.dll in my FDS then i get s small window

"Shaders.dll not found, Are you sure you installed scripts.dll correctly?"

when i put the Shaders.dll in my Server Folder then i get the same error with all other .DLL's, when i use ALL of them then the Server always crashes... how do i fix taht?

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Subject: Re: Server & .DLL's

Posted by [Error](#) on Sat, 21 Feb 2009 17:03:02 GMT

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maybe there's some sort of problem in regedit

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Subject: Re: Server & .DLL's

Posted by [mr£Ä\\$Ä-z](#) on Sat, 21 Feb 2009 17:04:07 GMT

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Gonna try it by changing the "Internet" install path

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Subject: Re: Server & .DLL's

Posted by [a000clown](#) on Sat, 21 Feb 2009 17:06:33 GMT

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Here's what I have with a standard FDS and SSGM 2.0.2

BandTest.dll

bhs.dll

binkw32.dll

d3d8.dll

d3dx9\_30.dll

Mss32.dll

PATCHW32.DLL

scripts2.dll

Scripts.dll

shaders.dll

Also have an edited server.dat for no-gameplay pending

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Subject: Re: Server & .DLL's  
Posted by [mr£Ä\\$Ä-z](#) on Sat, 21 Feb 2009 17:10:58 GMT  
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Hmm ok im installing Scripts 3.4.4 to Server folder now

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Subject: Re: Server & .DLL's  
Posted by [mr£Ä\\$Ä-z](#) on Sat, 21 Feb 2009 17:18:00 GMT  
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Installed Scripts 3.4.4 and putted scripts2.dll into my server fodler, now my server always restarts

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Subject: Re: Server & .DLL's  
Posted by [a000clown](#) on Sun, 22 Feb 2009 00:00:11 GMT  
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hmm? I think you should be renaming the original Scripts.dll to Scripts2.dll  
I don't have a fresh install to check it out for you though so I may be wrong, but I'm pretty sure you shouldn't be copying any client files over to your server folder.  
You need to make sure scripts.dll and bhs.dll are from the same download, mixing versions will cause problems.

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Subject: Re: Server & .DLL's  
Posted by [nopol10](#) on Sun, 22 Feb 2009 02:15:40 GMT  
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Use all the dlls included in SSGM 2.0.2, not the 3.4.4 ones.

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