Subject: scripts.dll stuff, community feedback/help wanted
Posted by Dan on Tue, 05 Oct 2004 20:16:56 GMT
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Ouch... This would be a pain for me. I'm always compiling new code for my own purposes, such as learning how to do things in scripts.dll, and I just leave my own scripts.dll in my renegade folder. It would mean I'd have to move them each time I make a new script. This would get very annoying, although I can see why you're doing it. I did thought the only way to make scripts.dll cheats were to put in custom console commands which are 1) Hard to do in the first place, and 2) Only about 4-5 people know how to do it.

[EDIT] I should have really read the other posts =/

And by the way, what about checking every .dll in the renegade folder? I know that my C/++ knowledge is very limited, but what if someone were to make a bhs.dll to replace the current one which contained cheats, and renamed bhs.dll to something else and made their own .dll use bhs.dll so that everything still worked? Would that be possible?