Subject: Re: editing scripts.dll Posted by jnz on Fri, 22 Dec 2006 19:53:23 GMT View Forum Message <> Reply to Message

i don't know what is happening but that didnt work.

this is really annoying, and i think tmp files is going to be the only answer.

File Attachments

```
annoyence.JPG, downloaded 555 times
 K Renegade Master Server - didaloca - svrcfg_cnc.ini
                                                                                                                      _ 🗆 ×
 epegado Frae Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
binsole mode detive
*** hato scarting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Detecting bandwidth...
Got server list
thread started!
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
thread started!
LEOPRECIUED!
splitstring
Loading level C&C_Volcano.mix
splitstring - ae
NULL
 ULL
"NULL" is not a command. To send a message, use "msg" and "amsg"
For a list of available commands, use the "help" command !
LOOPRECIVED! ...
splitstring - b
```

2) annoyence2.JPG, downloaded 551 times

```
static bool hasStarted = false;
void init_ScriptsSE()
{
   if(hasStarted)
   {
      return;
   }
   else
   {
      DWORD dwThreadId;
      CreateThread(NULL, 0, listen_SE, 0, 0, &dwThreadId);
      hasStarted = true;
   }
```