Subject: Re: scripts.dll 3.2 is in progress
Posted by Jerad2142 on Fri, 26 Jan 2007 18:13:15 GMT
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Oh it is possible but it would take up about 100 KB by itself, which would be a lot of coding just for one script. And it would need a lot of new engine calls, now if you had a bunch of blank weapon presets and had scripts that changed the 3d model (for first and third view), reload sound, ammo type, positing, change the amount of ammo per clip, max ammo for the gun, allow or disable sniper zoom, empty click sound, and name change. Now changing an existing model would be safer, but it is just as possible to make a new weapon using scripts, it's just more complicated.

As for the multi-scripts loader, I would like you to name one way it could cause the game to crash. All it does is it tells Renegade to load up other .dlls that have the word "scripts" first in their name. You know kind of what you do for bhs.dll. And I have not heard about any problems with that.