
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
