Subject: Blackhand Studios announces custom scripts support for LFDS
Posted by jonwil on Mon, 08 Mar 2004 02:30:27 GMT

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Basicly, you can now use the LFDS with the custom scripts.
Even RenAlert works.
Compiling your own code into a LFDS compatible module is easy, all you need is the correct version of GCC for the version of the LFDS you want it to work with.
The official builds will contain binary .so files for both versions, as well as compile/use/install instructions for both.

No map changes are needed to get your map with custom scripts to work on the LFDS.

Although RenAlert may not work with the LFDS (specificly the player-controled harvesters) untill they are updated to be compatible with the change to JFW_Resource_Field.

BTW, this will be available as soon as:
1.the RH8.0 FDS version of the code is done
2.the compile/install/use instructions are all completed (and the compile scripts)
and 3.final QA/fixing is done on the last 8 scripts