Subject: possible scripts.dll 1.8 in the works
Posted by TheKGBspy on Tue, 01 Jun 2004 17:30:59 GMT
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good.. but what is about bhs.dll? now it will need to have 3 different dll to run renegade scripts? or SK and you merged everything into the scripts.dll?(bhs.ccp, bhs.h in scripts.dll)?