Subject: possible scripts.dll 1.8 in the works
Posted by Sir Kane on Wed, 09 Jun 2004 18:35:42 GMT
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TheKGBspygood.. 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)?

1.: there are not "BHS.cpp"/"BHS.h" files.
2.: The same dll can be used for the game/W32FDS
3.: I'm the only person doing the W32 code. (JW just does the Linux port which I'm not doing because I think linux sucks.)