Subject: CNC Unleashed Interview: Jonathan Wilson
Posted by WNxPunk on Wed, 09 Jun 2004 19:02:03 GMT
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A few days ago, I gave Jonathan Wilson an Interview about the scripts.dll project he has done for the C&C: Renegade Community.

Here's a mini part of it:

Quote:1. Why did you feel that you should do your own custom scripts.dll's?
Jonathan - I started the scripts.dll after Westwood Studios/EA decided (for whatever reasons) not to release the source code to the official scripts.dll. I didn't just suddenly decide to do the custom scripts.dll, it slowly happened bit by bit, most of it came from when I was trying to figure out how the existing scripts works and what they where used for. From there it became scripts.dll.

You can read the rest here.