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**Subject:** scripting

**Posted by** [Stallion](#) **on** Wed, 21 Mar 2007 12:15:17 GMT

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I'm new to scripting but have done a quick study of the script form and came up with a small script I want to make for my map as well as wish to make further scripts in the future.

I can make the proper form for the script by reviewing the source code but unfortunately I'm basically clueless from there. I downloaded visual c++ express edition for easier editing and to be able to compile it once I'm done with it but I'm not even sure what exactly to compile it with or into. :S I was wondering if anyone could please give me a basic overview of what to do once I've made my script and how I would be able to share it with everyone and/or have others be able to use it when they play my map.

Also, does anyone know what to use to view the .so and .sh files?

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**Subject:** Re: scripting

**Posted by** [jonwil](#) **on** Wed, 21 Mar 2007 13:58:02 GMT

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The .so and .sh files are only relevant if you care about the linux FDS. The .so files are the compiled scripts.dll for linux and the .sh files are used to compile scripts-RH8.so or scripts-RH73.so as appropriate.

As for compiling, first you need Visual C++ 2005 Express Edition (which you seem to have). Second you need the Microsoft Platform SDK and the Microsoft DirectX SDK (google for them). Then, open scripts.sln and select "build" then "build solution". If it gives any errors, post them here. Otherwise scripts.dll has compiled fine and you can then make whatever changes to it you like. When you are distributing it for other people to use, you need to distribute the scripts.dll file that is created in the folder with all the source code.

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**Subject:** Re: scripting

**Posted by** [Stallion](#) **on** Wed, 21 Mar 2007 14:12:35 GMT

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How could I add my scripts to the most up to date script set so they could use mine without losing the other new scripts?

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**Subject:** Re: scripting

**Posted by** [Stallion](#) **on** Fri, 23 Mar 2007 08:00:53 GMT

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so far i got these errors:

.\engine.cpp(18) : fatal error C1083: Cannot open include file: 'winsock2.h': No such file or directory  
dllmain.cpp  
.\\dllmain.cpp(19) : fatal error C1083: Cannot open include file: 'windows.h': No such file or directory  
dan.cpp

I downloaded the PSDK-x86.exe for the platform sdk; which was 1 of 3 possible downloads (of which the other 2 choices wouldn't allow me to complete the download saying it's not a valid win32 app.). Is it possible that this might be why it's messing up and if not why?

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**Subject: Re: scripting**

Posted by [jonwil](#) on Fri, 23 Mar 2007 12:06:38 GMT

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You downloaded the right SDK. Assuming you ran it and installed it, it should be fine. Why its not working I don't know.

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**Subject: Re: scripting**

Posted by [Jerad2142](#) on Fri, 23 Mar 2007 13:36:31 GMT

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Just search for those files on google and they will give you directions of where to put them in your folder.

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**Subject: Re: scripting**

Posted by [Jerad2142](#) on Fri, 23 Mar 2007 13:42:06 GMT

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Quote:1. Create a directory "PlatformSDK" under "%ProgramFiles%\Microsoft Visual Studio 8\VC"  
2. Copy the "bin", "include" and "lib" directory from the PSDK-installation into this directory.

Then you do not need to change any config file.

Newest PSDK-ISO is available at:

<http://www.microsoft.com/downloads/details.aspx?FamilyId=D8EECD75-1FC4-49E5-BC66-9DA2B03D9B92>

Quote:.\engine.cpp(18) : fatal error C1083: Cannot open include file: 'winsock2.h': No such file or directory  
dllmain.cpp

As for this problem I pasted the WINRES.H file into the scripts directory and changed the presets (I think that was what they were called (I do my script on a different computer or else I would check right now) and every instance of WINSOCK2.H I found I just renamed WINRES.H).

#### File Attachments

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- 1) [WINRES.H](#), downloaded 170 times

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