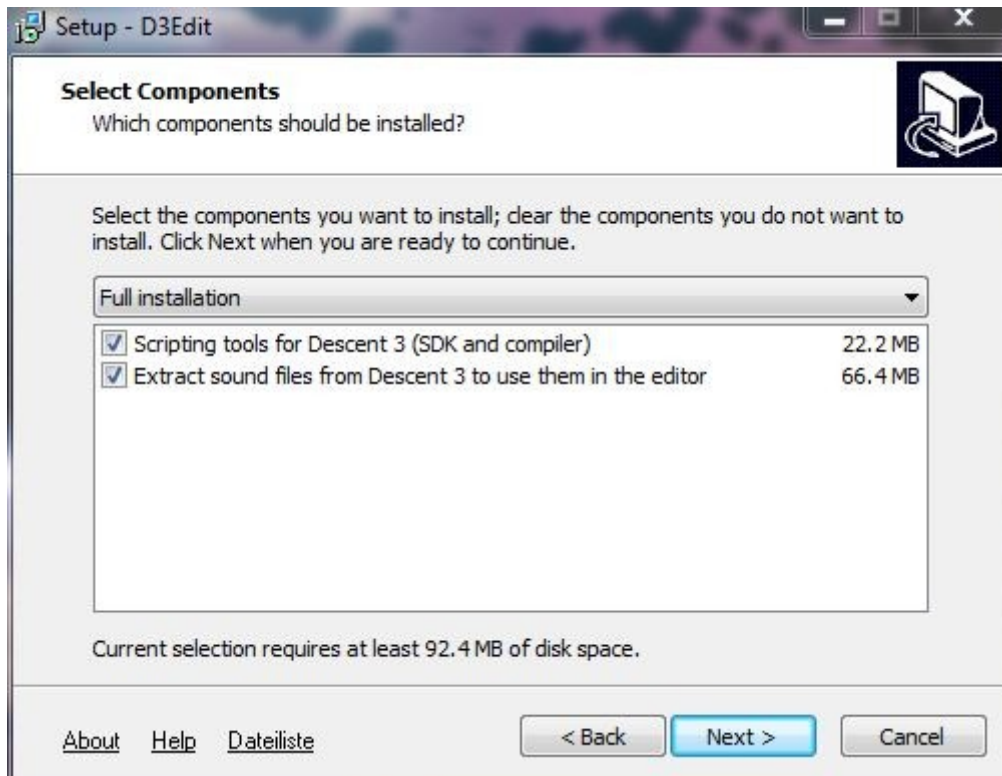


## ***D3Edit and GCC compiler***

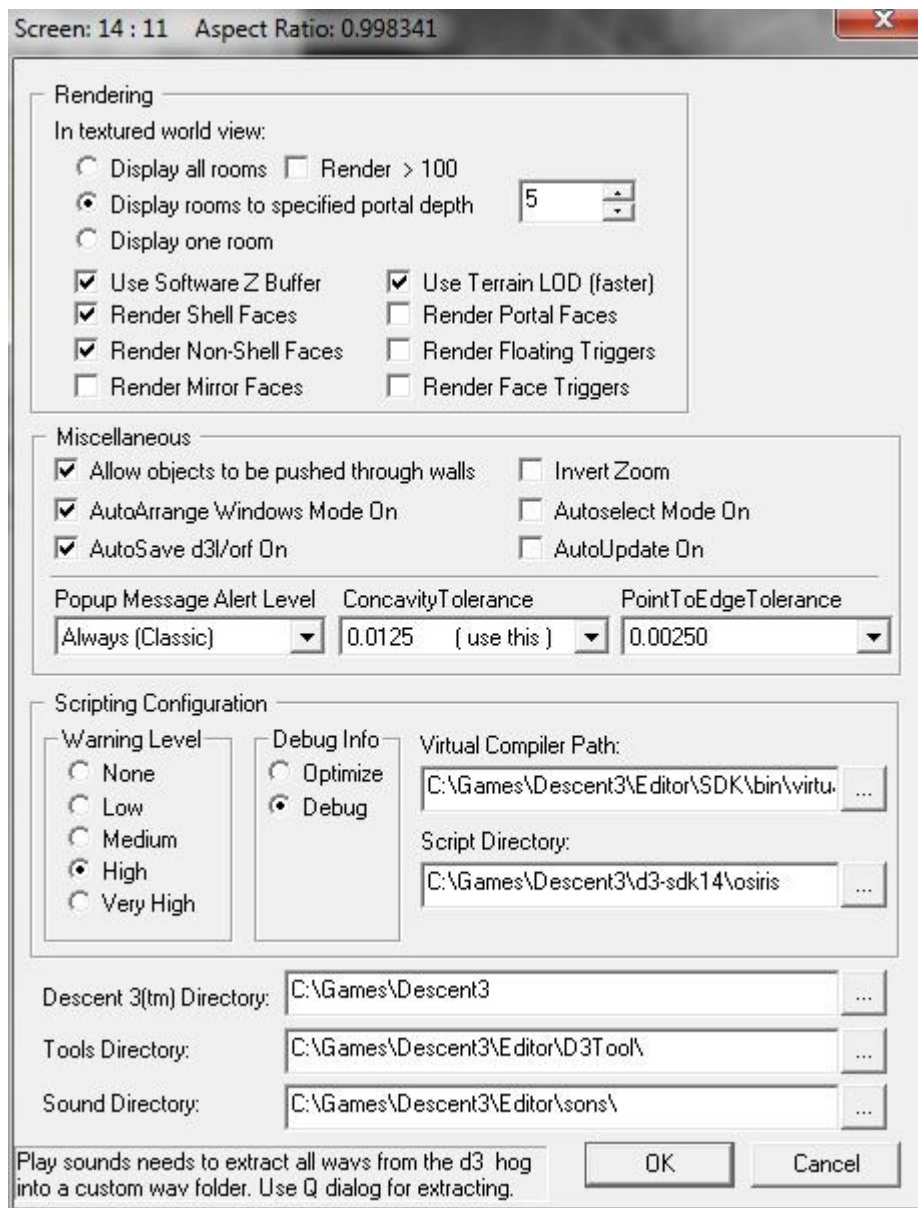
To make scripts for your Descent 3 levels, you need the SDK; to compile your scripts, you can use GCC.

Starting with version 2.1.41.54, the D3Edit installer may install a SDK folder and a GCC folder inside the Editor folder. Those are the scripting tools for Descent 3. If you want to make scripts for your levels, tick those scripting tools during the installation :



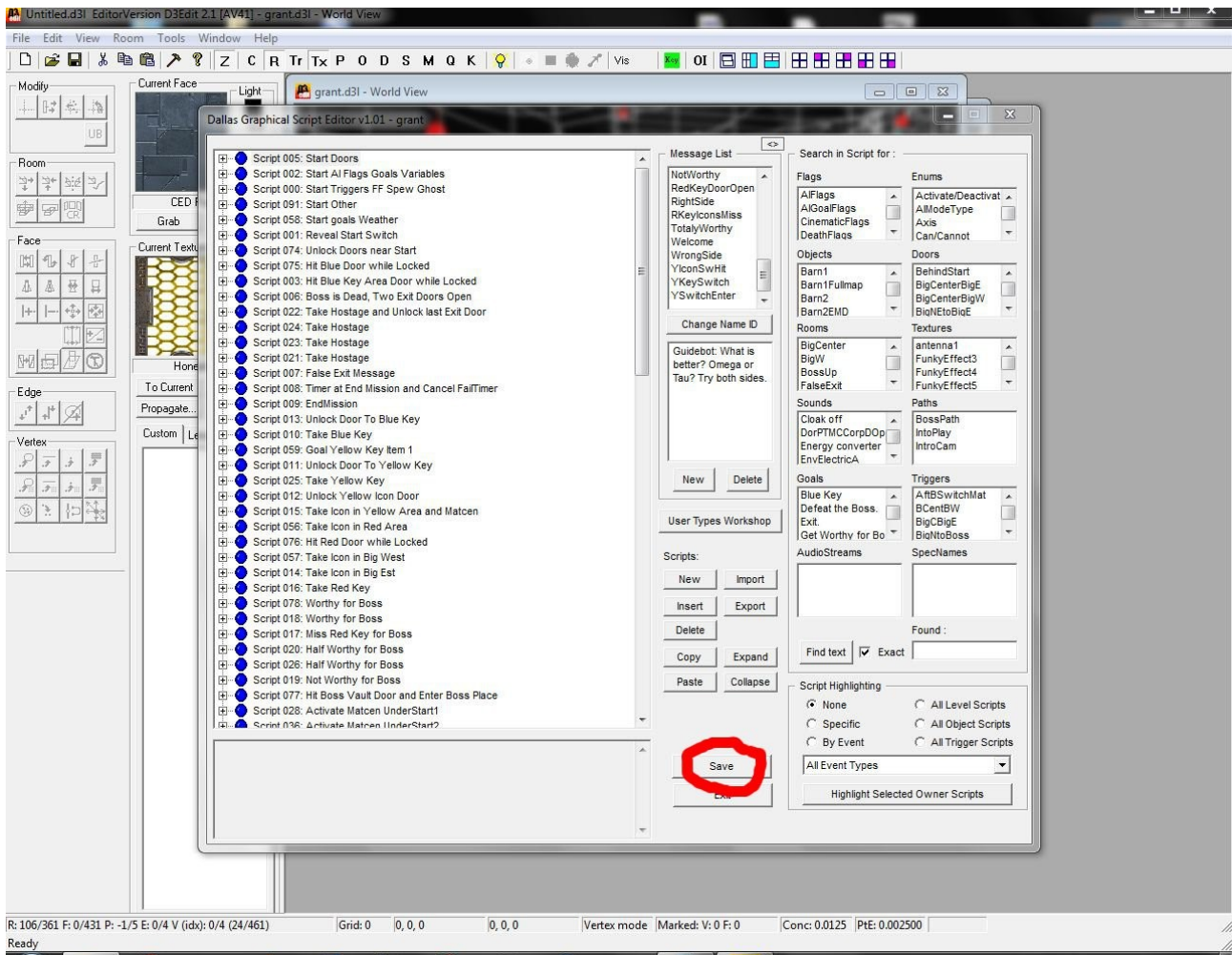
Once the installation is done, launch the D3Edit.

Default path to the virtual compiler is \Editor\SDK\virtualgcc.exe as you can see on the picture of the "D3Edit-file-editor settings" window below :

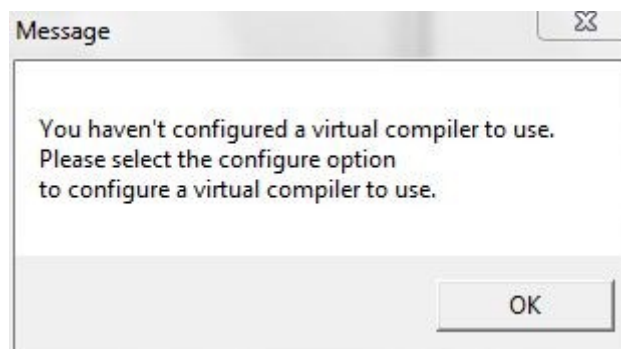


Note: on the picture above, the path to the script directory is the one to a previous SDK installation. The D3Edit installer did not change it. All my scripts are there, no need to change it. Default setting is " \Editor\SDK\osiris". That is where your level.cpp, level.dll, level.msg and level.o files will go.

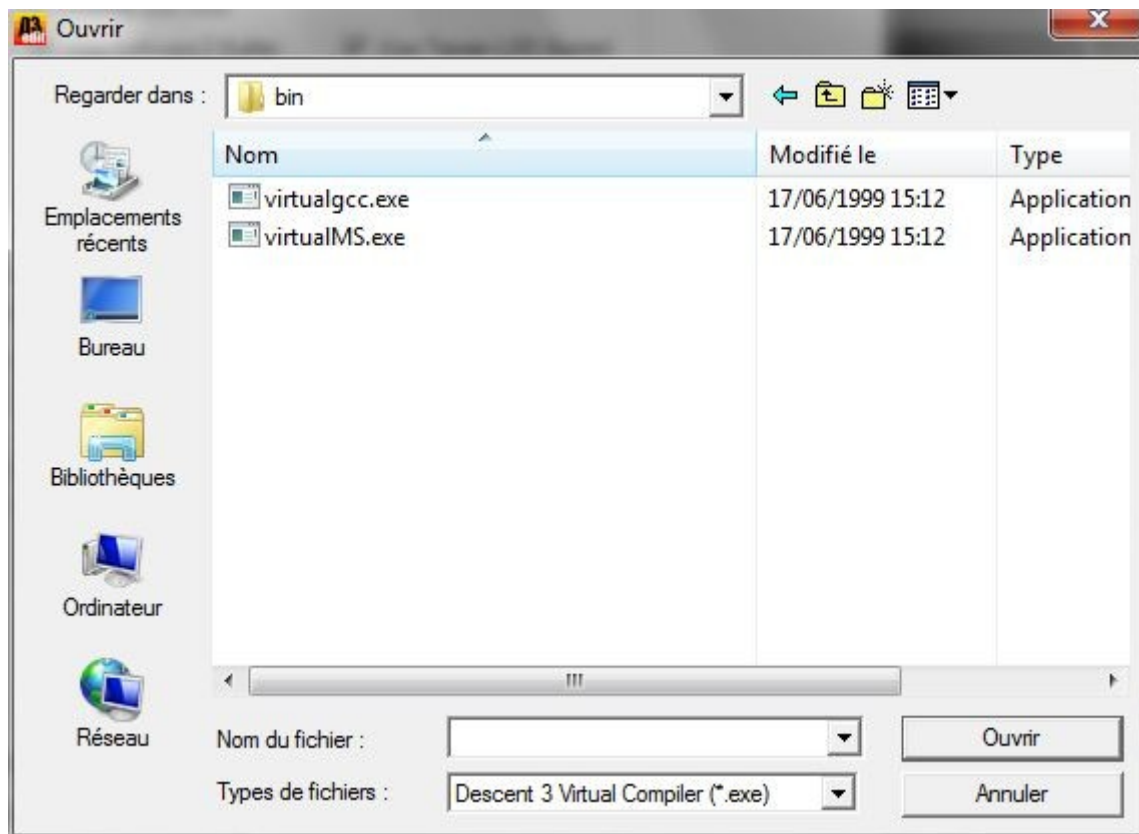
When your script is written, you ask to the Dallas to "save" your script :



If the path to the Virtual Compiler was not set already, the D3Edit will ask you to select one. Same if you want to change, just empty the Virtual Compiler path in the editor settings window, and the D3Edit will ask you :



Lets say you choose the gcc compiler. Select virtualgcc.exe :



The D3Edit will create itself the path to the gcc/bin folder. All you have to do is select this virtualgcc.exe file. No need to create a path in your system-advanced settings-environment variables anymore.

Note: If you had GCC already installed somewhere in your computer and you want to use the newly installed one, you have to rename the old folder **before** installing the D3Edit.

Hit "OK" and your script should be compiled now. "Done".