Subject: Is this possible to script?
Posted by Anonymous on Wed, 15 Jan 2003 13:27:00 GMT
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The scripts.dll is used on levels to control the base defences (Multiplayer Maps). Although i am not entirley sure if the scripts.dll is inclused in the final mix file or it used the local copy on your HDD. I know that it is needed in the level editor mod directory when making the mod.