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Subject: Why the base def do not attack?

Posted by [Anonymous](#) on Mon, 21 Oct 2002 16:33:00 GMT

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Make a folder in your mod folder named "Scripts." Now copy scripts.dll from the renegade folder to this folder, and it should work when you export the package again. On another note, does anyone know how to do this without including this file? It adds an extra 2 MBs to the file, but the Westwood maps don't have this, and they work fine. Any ideas?

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