Subject: Various things missing from multiplayer.
Posted by laeubi on Mon, 17 Jan 2005 10:15:31 GMT

a) this was never posible in an game >1 Player.
It is for test urpose only, so you not need to change every little pice reexport etc. You can now theack the settigs in game, write them down, and apply in Leveledit

b) You just need the scripts.dll, bhs.dll, scripts2.dll in your rengade folder.
Ofcourse you can put in all files, but this will not have any more effect than jsut putting in the mentioned files.