
Subject: Scripts in level Edit

Posted by [General Havoc](#) on Sun, 11 May 2003 14:39:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thats because you need to get scripts2.dll from your renegade directory and place them in the scripts directoy of your modfolder. You probably renamed scripts.dll from your renegade directory to scripts2.dll and the file you renamed is a custom scripts.dll from another version (somewhere along the line this could have happened). Thats what happened to me, if you are still stuck get Dante to release a version 1.1.1 installer with the original ones in.

_General Havoc
