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Subject: Re: SScripts request

Posted by [dead6re](#) on Thu, 15 Jun 2006 15:19:52 GMT

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jonwil wrote on Thu, 15 June 2006 10:01The other option is to download

<http://users.tpgi.com.au/adsloptd/LevelEdit.zip> and use that.

Among other fixes, it contains code to read the scripts.dll directly from the renegade folder, bypassing the need to create a scripts folder in your mod package etc etc.

Does it check the Level Edit Scripts directory first?

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