Subject: Re: Moving towards scripts.dll 2.9
Posted by Jerad2142 on Thu, 06 Jul 2006 02:37:10 GMT
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Okay I have used tons of scripts from JFW, RA, RA2, Reborn, TDA, ect. But I simply can't get any of the MDB scripts to work, like for example I was working on the 9th level of my MOD (these levels are like single player missions but they can also be done like multi player, but they have mission objectives, movies, bosses everything) MDB_Send_Custom_Enemy_Seen to make it so when an object sees you it enables spanners and gives you new objectives, I entered the id that I wanted the message to be sent and every thing (the object does have sight and is on the opposing team) but when I got into of where it sight range should have been nothing happened. I also have pop-up turrets surrounding the base which I used your MDB_Base_Defense_Popup but in had to switch back to the JFW version of the pop-up turrets because I couldn't get it to work. I couldn't get your MDB_Remote_Controlled_Vehicle scripts to work either. I was wondering if there was an additional package like Renalert.dll or bh.dll but called MDB.dll or some thing that I needed to download to get them to work.
Also I'm not new with Modding Renegade I have been working with it for about 2 to 3 years so I have a very good understanding with it. I can get all of the other scripts except MDB scripts and the customizable Hud to work. So if you know of any thing that could cause this please reply. Also if I would have known you would reply so quickly I would have kept a closer eye on this Forum.