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Subject: Re: scripts.dll 3.0 WIP update

Posted by [BogdanV](#) on Wed, 20 Sep 2006 18:03:33 GMT

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Damn, I'm sorry to say that I've got a problem with the "JFW\_Set\_Animation\_On\_Custom" script. I have some good experience on generating specific events through a custom, I've double-checked the readme.txt that comes with the script and I've done everything accordingly. I've also checked to see if there isn't a problem from the presets in LE and not the scripts. Through elimination, I've come to the conclusion that the problem's from the scripts. The .pkg I'm using loads about 1/2 of it and then the game crashes. I've checked the scripts version from that in the mod package in LE and Renegade; they were the same. I also checked the .pkg, maybe it got corrupted during the export operation. It was ok.

Can someone give me some guidance please if it's possible ?

If I get the script to work properly, I guarantee that it'll be a major breakthrough in Renegade. Just as a hint: heavy non-VTOL aircraft and ships will be boardable (you won't have to "poke" the vehicle to enter it) and accesible as if they were clasic terrain. In other words, for those who had played any Battlefield game, think of the Aircraft Carrier that the americans and japonese had. The same can be made in Renegade, or in other therms, think of the fact that you could drive from the helm, the Nod Cargo Ship from one of Renegade's missions and still have the possibility to walk in it.

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