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Subject: Re: text display

Posted by [reborn](#) on Tue, 10 Oct 2006 10:35:43 GMT

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in your level edit directory for the mod you are making create a folder called "scripts" (obviously don't try to put the "" marks in...), in that folder place johnwills scripts.dll, scripts2.dll and bhs.dll.

Then to attatch the scripts open up level edit and select "mod" on the object you are trying to attatch the script to, then select the scripts tab (working from memory,might not be called that), then there will be a drop down menu somewhere, select that and there will be a plethora of scripts for you to attach, one of the scripts will be the afore mentioned.

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