Subject: Re: Problem's in Level Edit..

Posted by R315r4z0r on Sat, 14 Oct 2006 21:23:16 GMT

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yea, it sounds like he didn't put a scripts folder.

Just in the level edit directory for the map, where it has 5 folders:

ALWAYS Characters EditorCache Levels Presets

make a new folder called "Scripts" then go into your renegade directory, look for scripts.dll, then copy that into the folder you made. Then export the level and see if it works.