
Subject: Scripts question

Posted by [General Havoc](#) on Thu, 26 Jun 2003 10:55:23 GMT

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Yeah there is your problem then. Normal scripts such as M00_Base_Defence will work as they are located in the scripts.dll, in your Renegade Directory. As your using a MIX file the scripts are read from the Renegade Directory and NOT the MIX file. If you save as PKG i can bet you it will work perfectly. To overcome this error install the scripts in your Renegade Directory.

scripts.dll = Version 1.2 of the DLL (300K or so) with this name in the Renegade Directory

scripts2.dll = Original Westwood scripts (2MB) called this name in the Renegade Directory.

This should fix your problem as I am certain that the map cannot access the custom scripts.

_General Havoc
