Scripts.dll=288KB
Scripts2.dll=1.99MB

The log file should be in your main Renegade directory. On the script make sure you put .txt at the
end of the location. When your done, you should end up with something like this (this is just my
log file as an example).

testing [ID 1500000228] created.
animation S_A_HUMAN.H_A_A0L0 on testing [ID 1500000228] complete.   0.0 sec.
testing [ID 1500000228] heard sound 11463776.   1.0 sec.
testing [ID 1500000228] heard sound 11463776.   1.0 sec.
testing [ID 1500000228] damaged by object 1500000004.   4.0 sec.
testing [ID 1500000228] killed by object 1500000004.   4.0 sec.
testing [ID 1500000228] heard sound 11463776.   4.0 sec.
testing [ID 1500000228] heard sound 11463776.   4.0 sec.
testing [ID 1500000228] heard sound 11463776.   5.0 sec.
animation S_A_HUMAN.H_A_635A on testing [ID 1500000228] complete.   6.0 sec.
testing [ID 1500000228] shutdown.
 11463776.   6.0 sec.
testing [ID 1500000223] shutdown.