
Subject: Re: Please Help

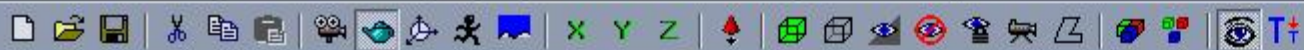
Posted by [ATdrag0N](#) on Sun, 05 Aug 2007 00:18:29 GMT

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OK I have done it thus, however, it does not go. I have done new scripts.dll and the other there purely and then this obeys what you have written. Then I have (c*c_islands.ldd) them there there has originated in my Data folder purely done and renegade begun, however nothing happens.

File Attachments

1) [1.JPG](#), downloaded 629 times

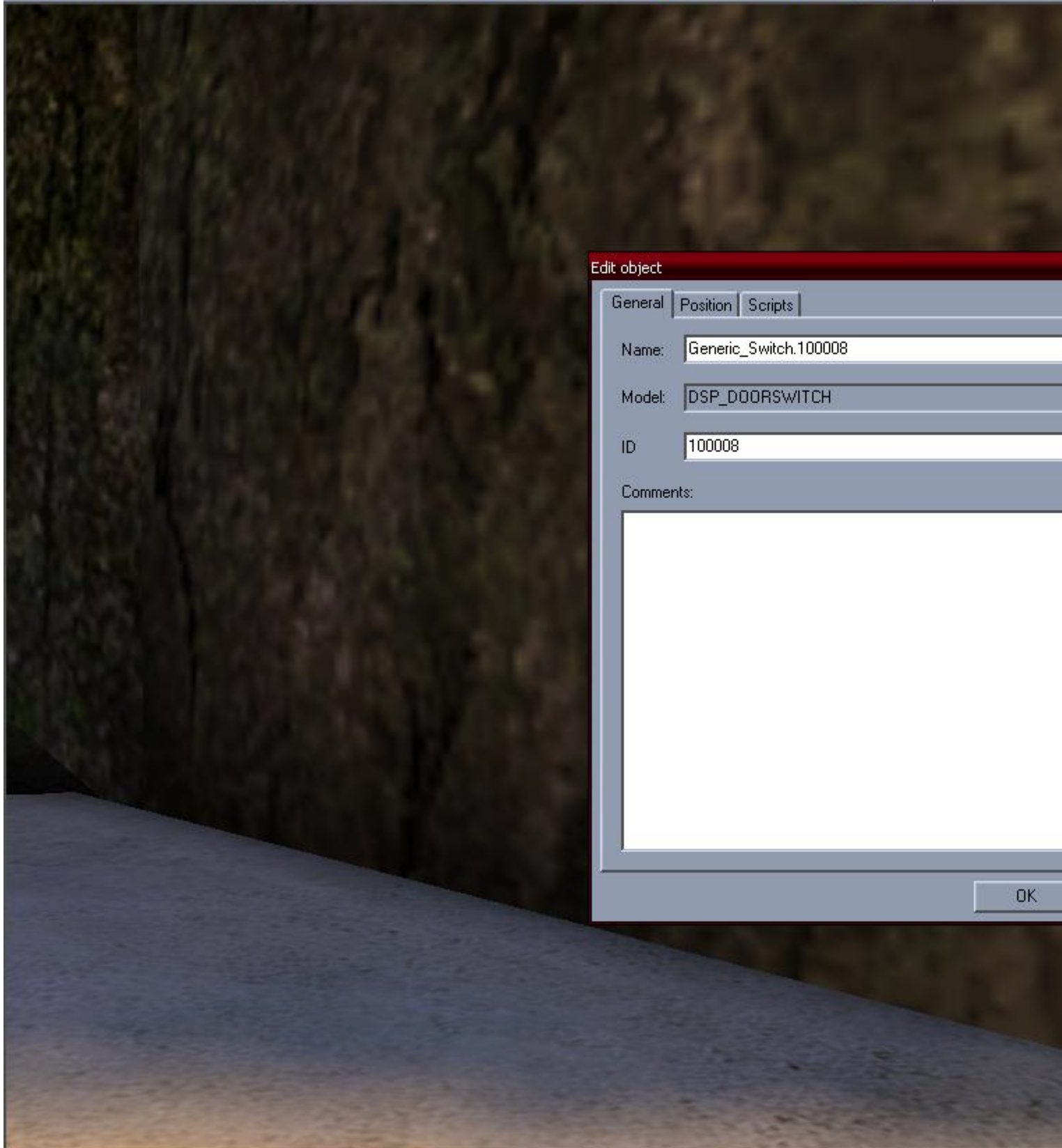
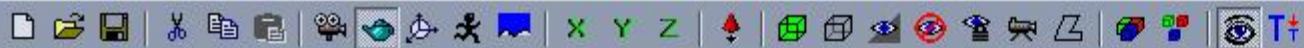


Selection set: palm_c-1.1551292 (VisObjectId = 411, VisSectorId = -1, CullLink = 229, Non-Occluder),
Picked model: DSP_DOORSWITCH
Selection set: Generic_Switch.100008 (VisObjectId = 2628,),

2) [2.JPG](#), downloaded 617 times



File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Edit object

General Position Scripts

Name: Generic_Switch.100008

Model: DSP_DOORSWITCH

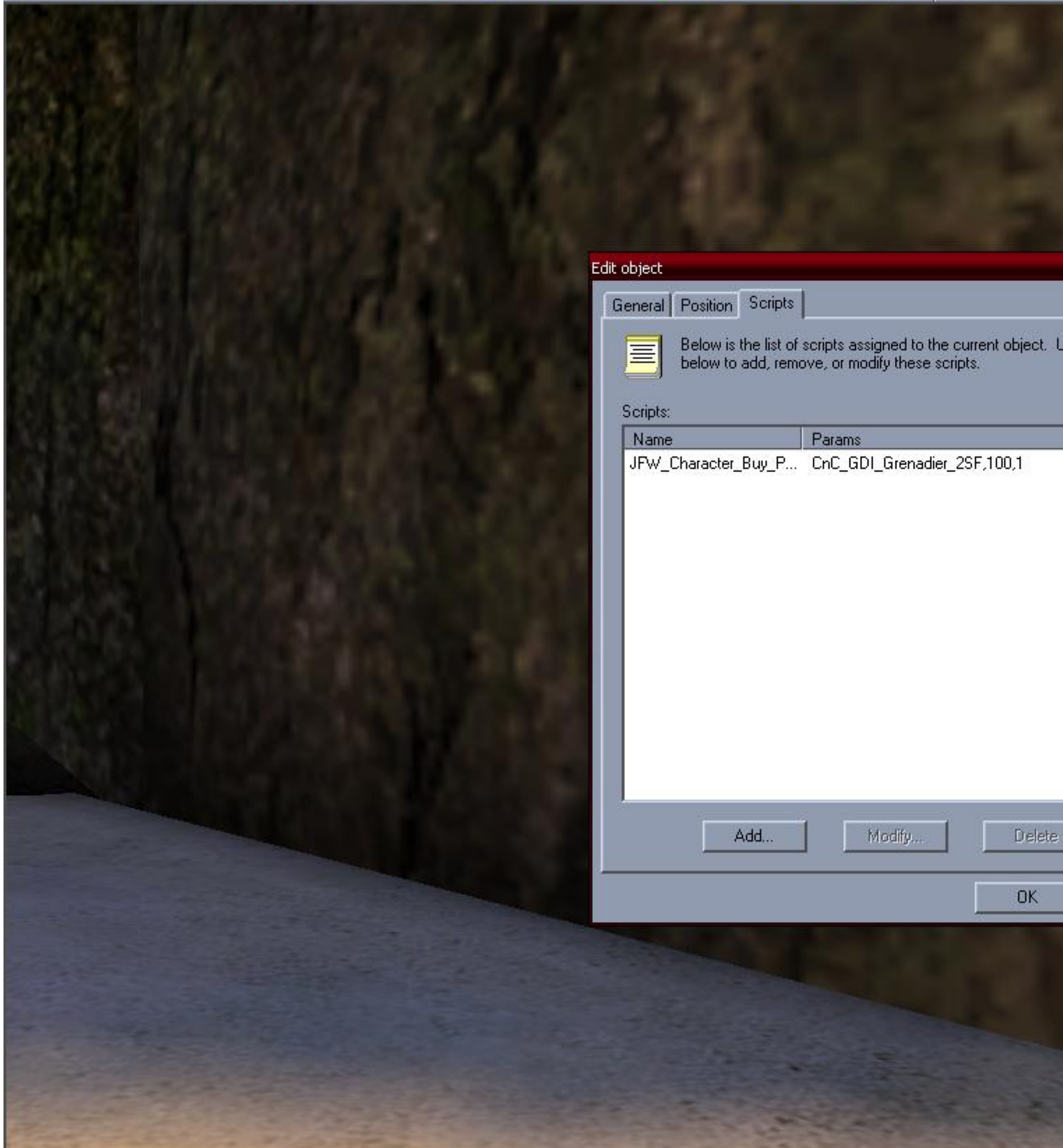
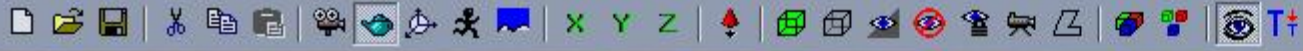
ID: 100008

Comments:

OK

Picked model: DSP_DOORSWITCH
Selection set: Generic_Switch.100008 (VisObjectId = 2628,).
Picked model: DSP_DOORSWITCH

3) [3.JPG](#), downloaded 608 times



Edit object

General Position Scripts



Below is the list of scripts assigned to the current object. Use the buttons below to add, remove, or modify these scripts.

Scripts:

Name	Params
JFW_Character_Buy_P...	CnC_GDI_Grenadier_2SF,100,1

Add...

Modify...

Delete

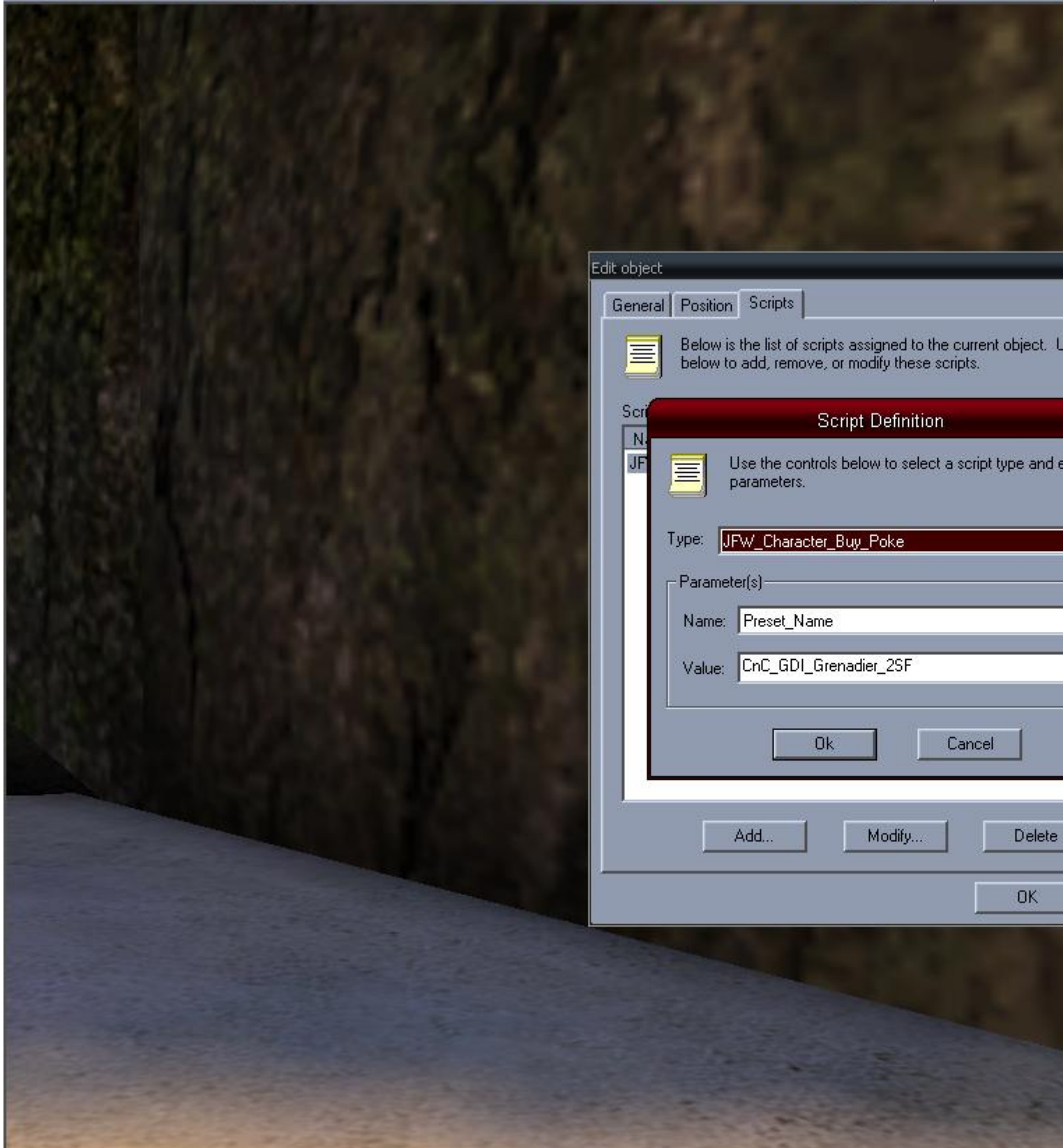
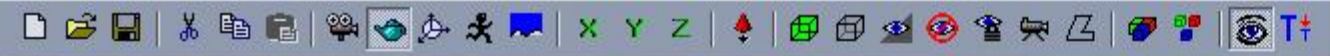
OK

Picked model: DSP_DOORSWITCH

TimeManager::Update: warning, frame 1026 was slow (4011 ms)

TimeManager::Update: warning, frame 1027 was slow (8466 ms)

4) [4.JPG](#), downloaded 600 times



Edit object

General Position Scripts



Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script

Name

JFW

Script Definition



Use the controls below to select a script type and enter its parameters.

Type: JFW_Character_Buy_Poke

Parameter(s)

Name: Preset_Name

Value: CnC_GDI_Grenadier_2SF

Ok

Cancel

Add...

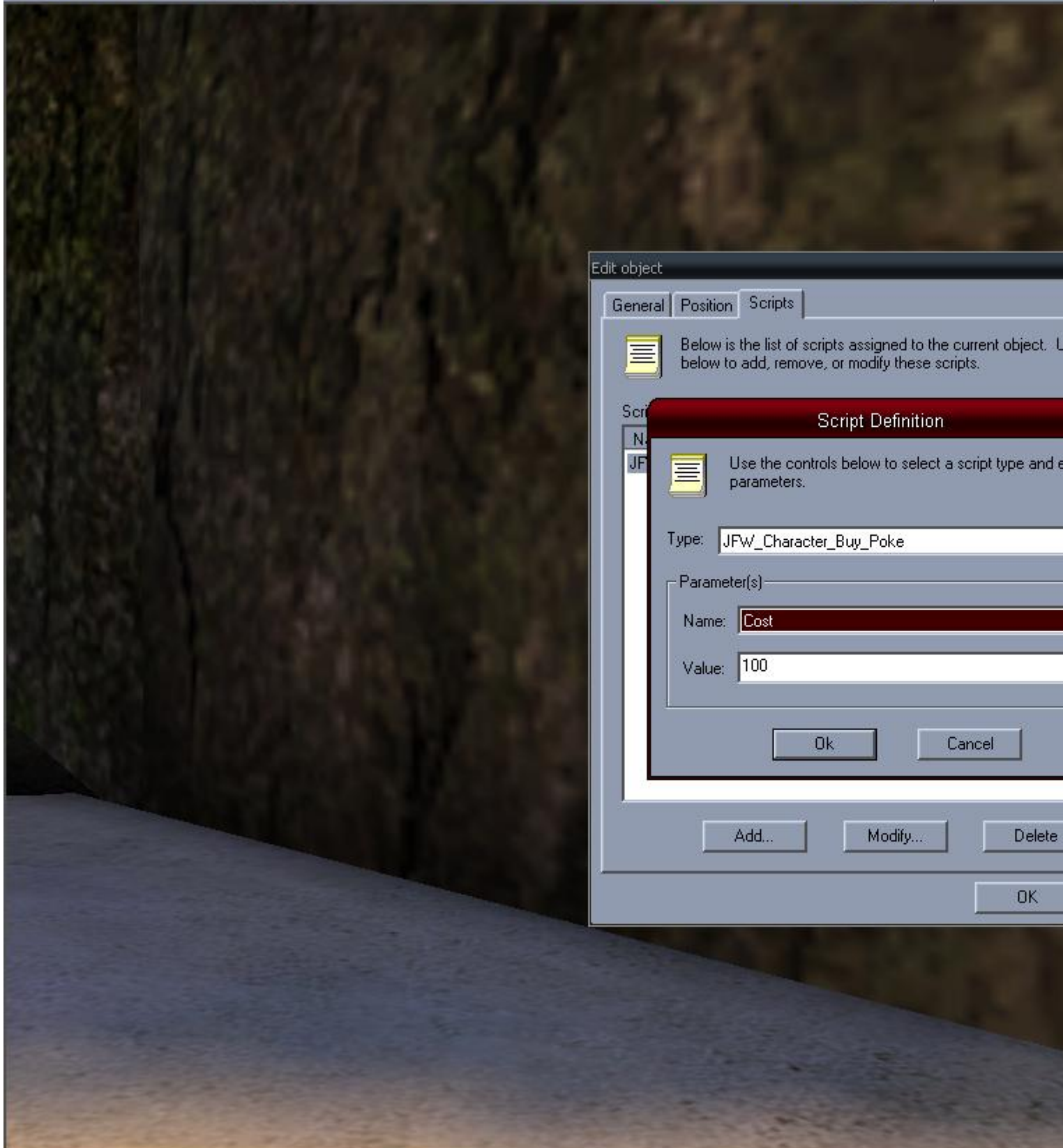
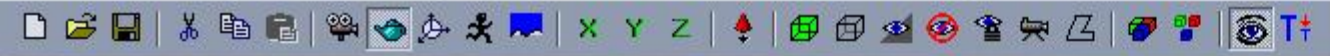
Modify...

Delete

OK

TimeManager::Update: warning, frame 1027 was slow (8466 ms)
TimeManager::Update: warning, frame 1029 was slow (7366 ms)
TimeManager::Update: warning, frame 1030 was slow (7482 ms)

5) [5.JPG](#), downloaded 599 times



Edit object

General Position Scripts



Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script

Name

JFW

Script Definition



Use the controls below to select a script type and enter its parameters.

Type: JFW_Character_Buy_Poke

Parameter(s)

Name: Cost

Value: 100

Ok

Cancel

Add...

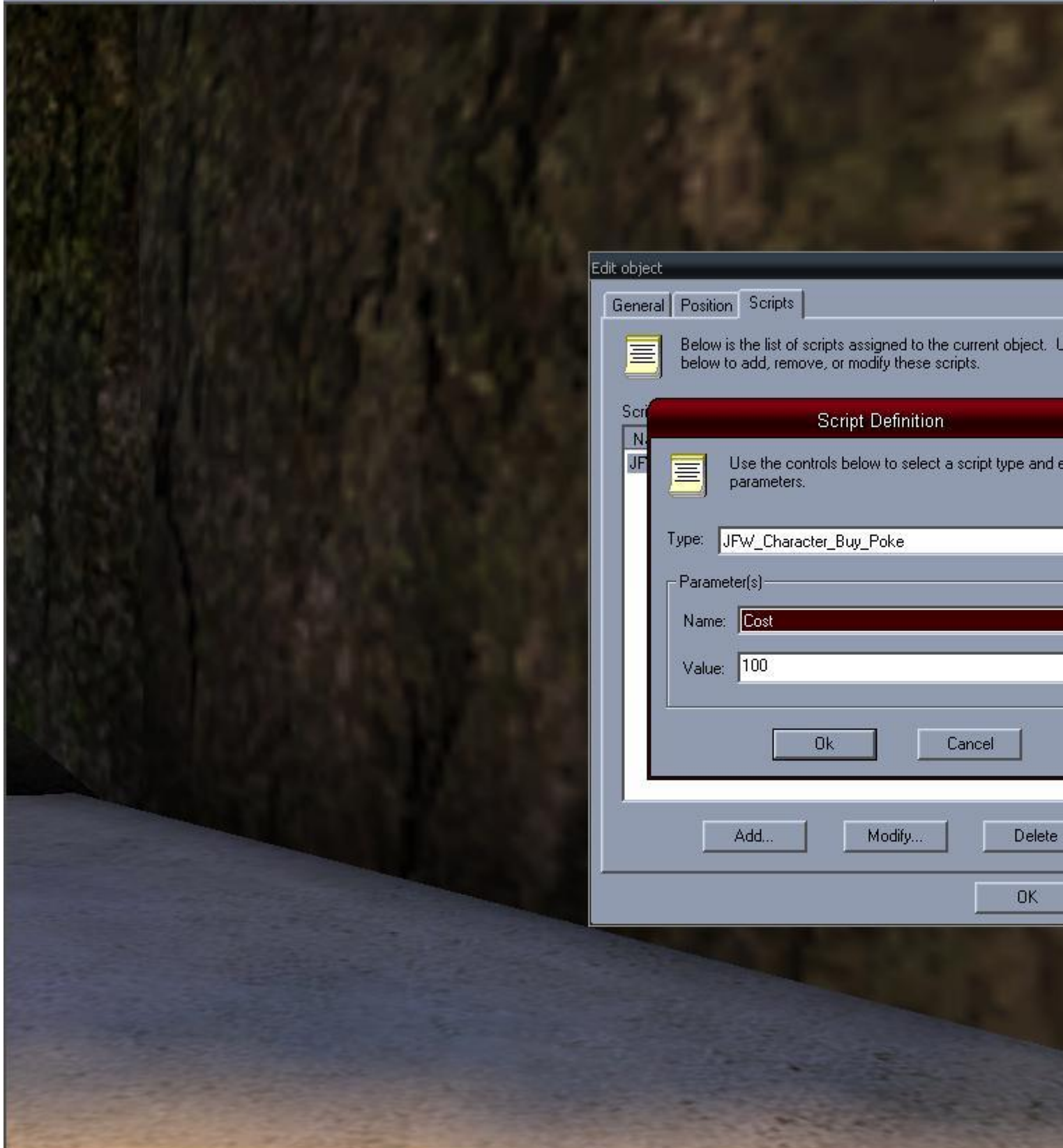
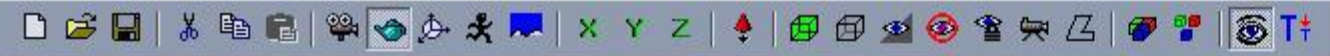
Modify...

Delete

OK

TimeManager::Update: warning, frame 1032 was slow (5136 ms)
TimeManager::Update: warning, frame 1033 was slow (9189 ms)
TimeManager::Update: warning, frame 1035 was slow (5201 ms)

6) [6.JPG](#), downloaded 602 times



Edit object

General Position Scripts



Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script

Name

JFW

Script Definition



Use the controls below to select a script type and enter its parameters.

Type: JFW_Character_Buy_Poke

Parameter(s)

Name: Cost

Value: 100

Ok

Cancel

Add...

Modify...

Delete

OK

TimeManager::Update: warning, frame 1032 was slow (5136 ms)
TimeManager::Update: warning, frame 1033 was slow (9189 ms)
TimeManager::Update: warning, frame 1035 was slow (5201 ms)