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Subject: Re: The scripts

Posted by [IronWarrior](#) on Wed, 26 Sep 2007 18:20:03 GMT

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bat66wat6 wrote on Wed, 26 September 2007 12:37I want to for example make a basic GDI\_Guard\_Tower (The wooden ones). So i place it on the map where i want etc, load up the map after exporting Mod etc play the modded map and BOOM, there is the Guard Tower just as i placed it all in order

But it does not shoot e.g attack enemy targets in range!

I know it has something to do with the scripts i have read into it, i am no pro but i know i need M00\_Base\_Defense script or something like that, but when i double click on the object in levelEDIT and go to "scripts, Add" the drop down list of "Type" scripts has nothing there someone please explain why?

Remember i am a newcomer to Modding so please be pretty basic in your instructions.

Below is a SS of the problem, thank you 4 taking time to read this...

Did you add the scripts.dll, scripts2.dll and bhs.dll to the script folder in the mod folder in the Level Editer?

Also, make sure to use the same scripts as the mod folder.

You shouldn't need to add any scripts to the Guard Tower as it should already have it.

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