
Subject: Re: Sciencepark 2. Bots: Working by Lan NOT by online

Posted by [RedOne](#) on Wed, 26 Nov 2008 12:57:32 GMT

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C C_guy wrote on Wed, 26 November 2008 06:31 So if you use say scripts 2.9.2 or newest scripts 3.4.4 then just make sure those are the same in LE as in your (FDS). then your good to go.

I use 3.4.4. I just read in the forum to put the scriptfiles in my modfolder of LE. So i did. The bots I have to try now but the problem with the mesh isnt gone. I shall try to explane the problem better:

In Renx I made a simple plane whit on it a building. This building is moved a bit in the plane to make it lover so vehicles and soldiers kan step on it without to jump.

When I want to walk on the building. After a few steps the soldier brought back to the edge where it came on. (seems like lag)

If I jump on the building it is no problem.

If I want to ride up with a vehicle I drive against the edge and the vehicle "sinks in the ground" like a half meter.

This problem is not local(LAN) only when I play with FDS.

I shall try to capture the problem by video if neccesary (BAD ENGLISH from me)

Quote:I believe www.renhelp website can help you in the tut department for this if you need.

I know this site and it helped me a lot. Till this far.

Quote:Good luck to you and enjoy.

Thx and I will

GrTz Red
