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Subject: Re: Help!! How to get base defenses shoot at mutant units in multiplayer?

Posted by [zunnie](#) on Sat, 06 Aug 2011 06:42:50 GMT

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Hm, that's weird.

On a side note, i think i know what may cause this.

Do you have the scripts.dll files in your moddir folder?

I believe if you mod a map without having the scripts in your moddir folders it breaks certain things. (unsure though)...

Copy from your Renegade folder (assuming you installed 3.4.4 Update):

bhs.dll

d3d8.dll

scripts2.dll

scripts.dll

shaders.dll

And place them in for example:

RenegadePublicTools\LevelEdit\moddir\scripts

Then load up your map and make your changes, save it, and mix it up and place the new file on the server.

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