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Subject: no scripts/online server

Posted by [General Havoc](#) on Tue, 11 Mar 2003 16:02:51 GMT

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Timers won't be working on the stealth armour until version 1.1 (hopefully) but the stealth should still work but the armours MUST be a temp swawner or it won't work in mix format. If you used more then one spawner to spawn it then you have to make that temp too. eg a temp crate spawning a temp stealth armour spawner. I did test this in a mix format and it do work.

scripts.dll & scripts2.dll should be in the root of your Renegade directory. and the FDS must have the scripts installed in its relative directory.

\_General Havoc

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