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Subject: RenAlert Teslacoil

Posted by [NeoSaber](#) on Mon, 01 Mar 2004 06:09:04 GMT

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You should have both a scripts.dll and scripts2.dll in you scripts folder. However there were a lot of problems with the Tesla Coil during the development of v0.992. It took me weeks to get it working in Zama, and I then copied those settings to Keep Off the Grass and it worked well enough for gameplay.

I can't be sure the settings I used will make it work every time. I found the position to be quite sensitive. If it was too low, the gun's sight would be blocked by the coil model. Perhaps raising the Z position a little would help.

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