
Subject: level editor script questions for helgstrom and/or WS (updat
Posted by [Anonymous](#) on Sun, 21 Apr 2002 05:38:00 GMT

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I notice that a number of the presets have scripts attached to them, most notably the buildings have various scripts attached to them. I know we cant edit scripts yet (since we dont have the source code to scripts.dll) but would it be possible for westwood to release something (possibly a new version of commando or whatever) that will allow us to attach the existing scripts (for example M00_BUILDING_EXPLODE_NO_DAMAGE_DAK or M00_ADVANCED_GUARD_TOWER to name 2 of the ones that, to me, one might want to attach and use in a mod for c&c mode) to stuff? If nothing else, all buildings have M00_BUILDING_EXPLODE_NO_DAMAGE_DAK attached and that means we cant create any new buildings properly (such as an observation tower)[April 21, 2002: Message edited by: Jonathan Wilson]

Subject: level editor script questions for helgstrom and/or WS (updat
Posted by [Anonymous](#) on Sun, 21 Apr 2002 16:43:00 GMT

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Subject: level editor script questions for helgstrom and/or WS (updat
Posted by [Anonymous](#) on Sun, 21 Apr 2002 18:07:00 GMT

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Subject: level editor script questions for helgstrom and/or WS (updat
Posted by [Anonymous](#) on Sun, 21 Apr 2002 18:09:00 GMT

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Uhhh... we can make alot of buildings properly, but they cant be destroyed. reverse engineers(a.k.a crackers) could open up the scripts.dll and distribute it, although I dont think westwood would take kidlny to this.

Subject: level editor script questions for helgstrom and/or WS (updat
Posted by [Anonymous](#) on Sun, 21 Apr 2002 20:05:00 GMT

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BIUMP so that greg will see it.

Subject: level editor script questions for helgstrom and/or WS (updat

Posted by [Anonymous](#) on Sun, 21 Apr 2002 21:00:00 GMT

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I'm not sure why you can't use the existing scripts (at least they didn't seem to show up for me when I installed here at home). You are supposed to be able to use any of the scripts existing in Scripts.DLL.

Subject: level editor script questions for helgstrom and/or WS (updat

Posted by [Anonymous](#) on Sun, 21 Apr 2002 21:02:00 GMT

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Hey Jonathan, if you're gonna ask so many questions, you gotta start getting my name right

Subject: level editor script questions for helgstrom and/or WS (updat

Posted by [Anonymous](#) on Sun, 21 Apr 2002 21:34:00 GMT

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ok Hjelstrom can you talk to whoever coded the scripts tab in commando and the related buttons/dialogs and find out why its not working properly and get it fixed?If you can get this fixed and get an example .lvl file for us, we will be able to do anything with renegade that doesnt require modifying scripts.dll (we will even be able to use stuff from existing w3d files once I code up my w3d -> 3ds converter)
