
Subject: Scripts for maps

Posted by [sterps](#) on Sat, 11 Dec 2004 03:03:11 GMT

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I just reinstalled renegade and i have successfully go everything to work.
I noticed that i don't need the scripts in the data folder anymore, for any maps, is that alright.
I also notice that i have not got scriptsx.dll anymore, what was this and do i need it?

thanks

Subject: Scripts for maps

Posted by [icewing01](#) on Mon, 13 Dec 2004 11:15:13 GMT

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The Scripts.dll is needed if you want to editing functions in renegade like when you are dead you get a weapon for example you can add also functions in that!!!
