Subject: Renegade Script Language
Posted by Anonymous on Mon, 21 Oct 2002 10:14:00 GMT
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Is there any tutorial for it or can you provide me any information about it?Thanks

Subject: Renegade Script Language
Posted by Anonymous on Wed, 23 Oct 2002 00:36:00 GMT
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yes, at the top of almost EVERY txt in always.dat, has the full command line for it, i suggest extracting a bunch of them and checking them out for how they workgenerally though, it is like thisframe   action, parameters-1   "Create_Object", "Nod_Minigunner0"not to use that one, but kinda like it

Subject: Renegade Script Language
Posted by Anonymous on Wed, 23 Oct 2002 13:44:00 GMT
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I see, but I don't know all complete things for example the tag for hum-vee and so on.But the above question I is not my main question.I want to make a small Multiplayer LAN Game with Bots and so I have to create the by script. A script which creates bots already exists, but it doesn't do what I want (it always brings new bots over the plane), I want bots which start once (for example 5 start with the game and there don't come any new one then) at the barracks (would be the best place, but can also be any other place in the base of their team).And if a bot die I want that it respawn(I hope that it is called so if you die and the get back in the game).Does anybody know how to do that, if yes please post it, if no please give me any links to information of the Renegade Scripting Lanuage, or post information of this language.Thanks