Subject: Why the base def do not attack?
Posted by Anonymous on Mon, 21 Oct 2002 16:16:00 GMT
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Why does the GDI AGT and the obelisk do not attack? What should I do after puting the blue house on it?

Subject: Why the base def do not attack?
Posted by Anonymous on Mon, 21 Oct 2002 16:31:00 GMT
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ok...i downloaded some skins...i saved them to Westwood/Renegade/Data then unzipped them...i started up my game...got on WOL, made a game for 1, but they didnt work...help plz..?

Subject: Why the base def do not attack?
Posted by Anonymous on Mon, 21 Oct 2002 16:33:00 GMT
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Make a folder in your mod folder named "Scripts." Now copy scripts.dll from the renegade folder to this folder, and it should work when you export the package again. On another note, does anyone know how to do this without including this file? It adds an extra 2 MBs to the file, but the Westwood maps don't have this, and they work fine. Any ideas?

Subject: Why the base def do not attack?
Posted by Anonymous on Mon, 21 Oct 2002 17:10:00 GMT
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quote:Originally posted by SomeRhino:Make a folder in your mod folder named "Scripts." Now copy scripts.dll from the renegade folder to this folder, and it should work when you export the package again. On another note, does anyone know how to do this without including this file? It adds an extra 2 MBs to the file, but the Westwood maps don't have this, and they work fine. Any ideas?I can't find scripts.dll.

Subject: Why the base def do not attack?
Posted by Anonymous on Mon, 21 Oct 2002 17:26:00 GMT
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Thats odd. IT should be working. There are a few skins I can't get working like the black and red pistol, but what you did should make them work

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Subject: Why the base def do not attack?
Posted by Anonymous on Mon, 21 Oct 2002 23:04:00 GMT
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Its in the directory where you installed renegade.greg

Subject: Why the base def do not attack?
Posted by Anonymous on Tue, 22 Oct 2002 10:15:00 GMT
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I had to use windows find feature, because its was a hidden file and didnt show up in my windows explorer (I had "dont show hidden" selected duh).and oh yeah, KANE LIVES!

Subject: Why the base def do not attack?
Posted by Anonymous on Tue, 22 Oct 2002 17:13:00 GMT
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quote:Originally posted by garth8422:I had to use windows find feature, because its was a hidden file and didnt show up in my windows explorer (I had "dont show hidden" selected duh).and oh yeah, KANE LIVES!Oh!!! That's why I couldn't find scripts.dll!

Subject: Why the base def do not attack?
Posted by Anonymous on Tue, 22 Oct 2002 18:06:00 GMT
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u said u put the zip file in the data folder did u unzip them to the data to? or did u unzip to c:\unzziped?

Subject: Why the base def do not attack?
Posted by Anonymous on Fri, 25 Oct 2002 04:22:00 GMT
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but it was not hidden when u install it. did u change it?