Subject: first time me make a base defence map! how do u get them to
Posted by Anonymous on Fri, 01 Nov 2002 15:13:00 GMT
View Forum Message <> Reply to Message

i put the script.ddl file in and the still wont work! or the little ceiling guns! help!

Subject: first time me make a base defence map! how do u get them to
Posted by Anonymous on Fri, 01 Nov 2002 15:58:00 GMT
View Forum Message <> Reply to Message

Double click the object you want to make a base thing, and add the MOO_BaseDefense thing! only for like Turret ,GT, and ceiling guns. You also have to add the little guns for the AGT, (you don't have to add them... Just add the controlers and you should be set...

Subject: first time me make a base defence map! how do u get them to
Posted by Anonymous on Sat, 02 Nov 2002 05:34:00 GMT
View Forum Message <> Reply to Message

and how do i add the MOO_BaseDefence thing?

Subject: first time me make a base defence map! how do u get them to
Posted by Anonymous on Sat, 02 Nov 2002 05:39:00 GMT
View Forum Message <> Reply to Message

Well, to put the scripts in just make a folder in your mod folder called Scripts then put the scripts file in it...

Subject: first time me make a base defence map! how do u get them to
Posted by Anonymous on Sat, 02 Nov 2002 06:28:00 GMT
View Forum Message <> Reply to Message

oh! i get how ya work them now...

Subject: first time me make a base defence map! how do u get them to
Posted by Anonymous on Sat, 02 Nov 2002 06:34:00 GMT
View Forum Message <> Reply to Message

no i dont, how do i add scripts to the scripts section for the object i selected? i clicked add but there was nothing in any of the drop down menus, HELP!aaawwwww, i really wanna get this M06 tailgun workin, all i need to do is give it a script to fire at enemys... [November 02, 2002, 06:36:

Message edited by: flashcar1]

Subject: first time me make a base defence map! how do u get them to
Posted by Anonymous on Sat, 02 Nov 2002 08:49:00 GMT
View Forum Message <> Reply to Message

scripts folder under Programfiles/renegadepublictools/leveledit/yourmodfolder/scripts (put a copy
of Scripts.dll here)click preset for the item U need script on, now click MOD button, now a window
pops up with a bunch of setting tabs, goto the scripts tab. now pull down the scripts arrow, scroll
the list. add the script U need. TADA!if the list is empty then use find to get scripts.dll location,
copy it to the scripts folder.