
Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Fri, 22 Nov 2002 19:49:00 GMT
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answer one of:1.not using it, going to use it if something you need (like AI) gets added2.not using it, too hard to get/use it3.not using it because its labeled "beta"4.would like to use it but cant for some other reason5.dont intend to use it at all for some reason6.dont care about it7.playing around with it but dont want to make a proper map using it for some reason8.working on a map thats using it thats not finished yet9.have finished a map thats using it but dont want to release it for some reasonor 10.have finished a map using it and have released it (but I havent seen anyone that has done this)Also, give reasons why (if its too hard, explain what exacly is too hard about it etc)

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Fri, 22 Nov 2002 19:53:00 GMT
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uhmm, jon, you told me to hold off on making a map with this until it is final...

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Fri, 22 Nov 2002 19:56:00 GMT
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Working with it but it won't work with me.....and i'd have to swear in order to get into more detail (sometimes me and renegade or the C++ compiler just don't get along).....

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Fri, 22 Nov 2002 20:11:00 GMT
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ok, 2 things:1.you dont need to know C++ or have a C++ compiler to use the dll. If you read the instructions, you would see that.and 2.Its now ok to go ahead and make maps with the dll, I consider the current version as "complete" baring bug fixes and new scripts so go ahead and use it.

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Fri, 22 Nov 2002 20:25:00 GMT
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quote:Originally posted by Jonathan Wilson:1.you dont need to know C++ or have a C++ compiler to use the dll. If you read the instructions, you would see that.Well if you're going to edit it you need a compiler, right? Don't worry, I'm pretty sure I can make it work *gets a hammer out*

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Fri, 22 Nov 2002 22:53:00 GMT
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was waiting for ctf scripts...don't need to wait any longer i suppose

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Sat, 23 Nov 2002 04:37:00 GMT
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I want use it, but if I install it(like explained in the readme) Leveledit+Renegade crash I have send you a Mail of this Problem too, have you recived it?Ant btw: can you add a script, that disables flying vehicles, when the heliport (or another building) is destroyed?And where can I get the latest version?

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Sat, 23 Nov 2002 04:46:00 GMT
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1.the "flying vehicules cant be made when helipad gets blown up" thing is not possible.2.the latest version is at <http://www.sourceforge.net/projects/rentoolsand> 3.when you install it, what happens? What error does leveledit give?Are you sure that you have both scripts.dll (my dll) and scripts2.dll (which is the original westwood DLL renamed) in there?What hardware and operating system version you got?

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Sat, 23 Nov 2002 05:45:00 GMT
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Hmm, I'm using Your scripts.dll in my singleplayer mod (now in pre-alpha version) but I'm waiting for better AI in scripts.dll

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Sat, 23 Nov 2002 06:25:00 GMT
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Yeh, both are included and when I the try to start leveledit, there is a 'Leveledit exerption ..etc. will be closed.etc.pp' error, the it continue loading, and I can use the scripts. But if i have save tzhe level leveledit crash to desktop, but level is correctly saved. when I then export the Mod and start it there is an exerption in game.exe(renegade) it can continue 2 times, but then it crash.I use Win98 my Hardware is P4 1.8 Ghz, 512 MB Rambus. Raid 0 IDE + SCSI HD.I'll retry it with the new (verison .95 is the current?) Version again.Hm is it possible for you to write a good Samsite

Script? The Westwood things don't work properly.

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Sat, 23 Nov 2002 08:10:00 GMT
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It crashes too with teh Bet .95 Version Plz tell me how to fix. i NEED this scripts.

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Sat, 23 Nov 2002 15:22:00 GMT
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Well it isnt crashing for me.Do you use ICQ, AIM, MSN or Yahoo messenger?

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Sat, 23 Nov 2002 21:16:00 GMT
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Want to Use it when U get the AI and stuff finished. have copy of beta, but waiting for more finalized version before I will use it.

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Sun, 24 Nov 2002 01:02:00 GMT
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quote:Originally posted by Jonathan Wilson:1.the "flying vechicles cant be made when helipad gets blown up" thing is not possible.bull. thats a bad attitude. it aint possible with SCRIPTS.... or is it? but no. EVERYTHING is possible with renegade. just ask dante. but if the powerplant being destroyed doubles the cost..... couldnt you just make aircraft unaffordable? bleh proolly notjust a thought.in any case...theres only one real script i need/want and that is an AI vehicle script.

Subject: is anyone actually using my new scripts.dll?
Posted by [Anonymous](#) on Sun, 24 Nov 2002 01:10:00 GMT
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I believe it could be done, but I am sure you would have to edit a ton of stuff at the core level.

Subject: is anyone actually using my new scripts.dll?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 06:38:00 GMT

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quote:Originally posted by Jonathan Wilson:Well it isnt crashing for me.Do you use ICQ, AIM, MSN or Yahoo messenger?I use AIM but your not online when you are My AIM name is: Laeubil'm online betwen 20:00 (8pm) an 22:00 (11 pm)Maybe we meet.Is ist possible for you, to ad an removescript skript And whats about the eneable/diable spanner?And btw: Maybee it crash, because I use teh latest Version off the Scripts.dll or doesn't it matter?

Subject: is anyone actually using my new scripts.dll?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 08:48:00 GMT

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quote:Originally posted by SlugWollop-CNCU[BG]: quote:Originally posted by Jonathan Wilson:1.the "flying vechicles cant be made when helipad gets blown up" thing is not possible.bull. thats a bad attitude. it aint possible with SCRIPTS.... or is it? but no. EVERYTHING is possible with renegade. just ask dante. but if the powerplant being destroyed doubles the cost..... couldnt you just make aircraft unaffordable? bleh proolly notjust a thought.in any case...theres only one real script i need/want and that is an AI vehicle script.Of course you're allowed to prove him wrong. Just creata a script that implements what you want.It might be possible, but if Jonathan hasn't found the required commands yet, it can't be implemented by him ATM.

Subject: is anyone actually using my new scripts.dll?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 10:02:00 GMT

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wheres a link to it, and what scrpits did you add?

Subject: is anyone actually using my new scripts.dll?

Posted by [Anonymous](#) on Mon, 25 Nov 2002 00:12:00 GMT

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Jonathan, my LevelEdit crash when I'm add Your any script to any object and save my level! Why? When I'm add other new script (GTH_ ...) its ok. Please help and sorry for bad english.

Subject: is anyone actually using my new scripts.dll?

Posted by [Anonymous](#) on Mon, 25 Nov 2002 00:33:00 GMT

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quote:Originally posted by Olaf van der Spek: quote:Originally posted by SlugWollop-CNCU[BG]: quote:Originally posted by Jonathan Wilson:1.the "flying vechicles cant be made when helipad gets blown up" thing is not possible.bull. thats a bad attitude. it aint possible with SCRIPTS.... or is

it? but no. EVERYTHING is possible with renegade. just ask dante. but if the powerplant being destroyed doubles the cost..... couldnt you just make aircraft unaffordable? bleh proly notjust a thought.in any case...theres only one real script i need/want and that is an AI vehicle script.Of course you're allowed to prove him wrong. Just creata a script that implements what you want.It might be possible, but if Jonathan hasn't found the required commands yet, it can't be implemented by him ATM.that was my point f00 no but he said it wasnt possible. i just view that as a grammatical error. anything is possible.
