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Subject: Read [HERE](#)

Posted by [Anonymous](#) on Fri, 06 Dec 2002 13:30:00 GMT

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how i can get them working? they won't shoot..

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Subject: Read [HERE](#)

Posted by [Anonymous](#) on Fri, 06 Dec 2002 13:35:00 GMT

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Have you tried attaching the script M00\_Base\_Defense to it?

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Subject: Read [HERE](#)

Posted by [Anonymous](#) on Fri, 06 Dec 2002 13:40:00 GMT

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no i haven't. where i can find that script? do you know?

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Subject: Read [HERE](#)

Posted by [Anonymous](#) on Fri, 06 Dec 2002 13:51:00 GMT

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Ok, find your mod folder inside the level edit folder. Make a new folder in there called Scripts. Then copy and paste the Scripts.dll (it's in your normal Renegade folder) into the Scripts folder. Then start up level edit and find the ceiling gun. Click Mod and then goto Scripts. Click Add and find the M00\_Base\_Defense script. Select it, click ok, then click ok again (to close the Mod box), and it should work!

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Subject: Read [HERE](#)

Posted by [Anonymous](#) on Fri, 06 Dec 2002 14:00:00 GMT

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ok. i'll try that. thanks another question. heh. where i can find havoc\_skirmish file? i can't find it. i would like to make AI controlled havoc. is it possible? i can make AI mobius.. but havoc would be more fun..

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Subject: Read [HERE](#)

Posted by [Anonymous](#) on Fri, 06 Dec 2002 14:03:00 GMT

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CnC\_GDI\_MiniGunner\_3Boss\_Skirmish is the preset name. Enjoy!

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Subject: Read [HERE](#)

Posted by [Anonymous](#) on Fri, 06 Dec 2002 14:09:00 GMT

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ok. thanks a lot pal

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Subject: Read [HERE](#)

Posted by [Anonymous](#) on Fri, 06 Dec 2002 14:18:00 GMT

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Didn't I already answer this? You'll have to use two 2-pass materials that go to the same opaque material. Then color the vertices black for the transition texture. Black = OpaqueWhite = Alpha BlendMaterial 1 = - Material 2[White -> Black <- White]

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Subject: Read [HERE](#)

Posted by [Anonymous](#) on Fri, 06 Dec 2002 16:16:00 GMT

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if it makes things easier detach some polys of one plane and texture them seperately as 2-passed alpha blended materials. Theres no easy route like in heightfield though.

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Subject: Read [HERE](#)

Posted by [Anonymous](#) on Sat, 07 Dec 2002 00:36:00 GMT

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Is it possible to blend three textures on one plane?? How?? [ December 06, 2002, 12:38: Message edited by: maytridy ]

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