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Subject: no scripts/online server  
Posted by [Titan1x77](#) on Mon, 10 Mar 2003 04:15:51 GMT  
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what happens when your playing in a server online and everybody has the map and some don't have the scripts installed?

Basin had a bug where you would get stuck in the conyard lower floor....

My map the stealth suit didnt work

i left my scripts in the .mix but somehow it doesnt read them from the .mix

If you installed the custom scripts in your data folder it works....is this correct?

see renbattle server on GS doesnt include scripts in the map pack

Otherwise these bugs wouldnt happen in the maps

is ack's map just a bug or is it becuz of scripts?

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Subject: no scripts/online server  
Posted by [laeubi](#) on Mon, 10 Mar 2003 06:44:53 GMT  
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How the games should know the new skripts? :rolleyes:  
Of course you must have them installed if you play a map with these Skripts in use, because the skripts in the .mix get ignored by renegade.

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Subject: no scripts/online server  
Posted by [Carl](#) on Mon, 10 Mar 2003 09:15:19 GMT  
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to translate, you should make a reference in your maps readme to the custom scripts dll, and a download link. Every user must have the scripts installed. Jonwil's scripts being very uniform and widely used, most maps with custom scripts should work as long as the relevant version of scripts dll is installed.

NOTE: some older maps were built with older builds of scripts dll, and may not function properly, or even load unless the older version of scripts dll is installed.

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Subject: scripts.dll  
Posted by [jonwil](#) on Mon, 10 Mar 2003 10:53:47 GMT

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any map that uses the scripts.dll should work with the latest version (current 1.0.1, 1.1 is due out soon)

also, only the host (either the host in a game or the FDS if you are using that) needs the scripts.dll, the clients dont.

Also, dont bother using the scripts.dll with the LFDS, it anit gonna work

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Subject: no scripts/online server

Posted by [laeubi](#) on Mon, 10 Mar 2003 12:10:30 GMT

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I think the client need the scripts too, becace Ren Crash sometimes, if they are not installed.

A good installer for the scripts can be found here:

[http://www.renevo.com/downloads/sp1\\_0\\_1.zip](http://www.renevo.com/downloads/sp1_0_1.zip)

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Subject: no scripts/online server

Posted by [Sk8rRIMuk](#) on Mon, 10 Mar 2003 19:15:14 GMT

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LAeubil think the client need the scripts too, becace Ren Crash sometimes, if they are not installed.

A good installer for the scripts can be found here:

[http://www.renevo.com/downloads/sp1\\_0\\_1.zip](http://www.renevo.com/downloads/sp1_0_1.zip)

Oh ty, ty, ty I just formated my PC and I could't find these anywhere you saved me a lot of searching and posting I may put this link in my sig but my sig is getting a little big anyways.

-Sk8rRIMuk

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Subject: no scripts/online server

Posted by [Titan1x77](#) on Tue, 11 Mar 2003 15:50:37 GMT

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tiberium pit 2 was played on the pits last night and still the stealth suit didnt work???

Im almost positive that msgtpain had the custom scripts installed on the server and im pretty sure all the clients had them installed

Now is it becuz it's laddered?

Ive tested with another player and i on my FDS and it worked but i dont think i had laddered on.....

Why isnt the stealth suit working on other servers besides my FDS??

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Subject: no scripts/online server

Posted by [General Havoc](#) on Tue, 11 Mar 2003 16:02:51 GMT

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Timers won't be working on the stealth armour until version 1.1 (hopefully) but the stealth should still work but the armours MUST be a temp swawner or it won't work in mix format. If you used more then one spawner to spawn it then you have to make that temp too. eg a temp crate spawning a temp stealth armour spawner. I did test this in a mix format and it do work.

scripts.dll & scripts2.dll should be in the root of your Renegade directory. and the FDS must have the scripts installed in its relative directory.

\_General Havoc

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Subject: no scripts/online server

Posted by [Halo38](#) on Tue, 11 Mar 2003 16:32:22 GMT

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General HavocTimers won't be working on the stealth armour until version 1.1 (hopefully) but the stealth should still work but the armours MUST be a temp swawner or it won't work in mix format. If you used more then one spawner to spawn it then you have to make that temp too. eg a temp crate spawning a temp stealth armour spawner. I did test this in a mix format and it do work.

scripts.dll & scripts2.dll should be in the root of your Renegade directory. and the FDS must have the scripts installed in its relative directory.

\_General Havoc

Man i envy your script testing job!

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Subject: no scripts/online server

Posted by [Titan1x77](#) on Wed, 12 Mar 2003 15:27:35 GMT

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everything is temped....it worked when i tested with another player online in .mix format

Prehaps not everyone had the scripts.dll installed???

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