
Subject: Scripts in level Edit

Posted by [Majiin Vegeta](#) on Sat, 10 May 2003 12:22:03 GMT

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Can sumone please explain add the scripts to your mod because when i make a Scripts folder in my mod and add Scripts.dll and Scripts2.dll
i then load level edit and it says Error Scripts2.dll not found
but it is in the damn folder

any ideas plz :oops:

Subject: Scripts in level Edit

Posted by [bigwig992](#) on Sat, 10 May 2003 16:55:49 GMT

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Get the newest version? 1.0.1

www.renevo.com/downloads/SP1_1_1.zip

Subject: Scripts in level Edit

Posted by [Majiin Vegeta](#) on Sat, 10 May 2003 18:14:32 GMT

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i downloaded 1.1.1 ...

Subject: Scripts in level Edit

Posted by [Dante](#) on Sun, 11 May 2003 00:48:38 GMT

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1.1.1 is the newest version, and do you mean when you start LE, or when you try the map?

Subject: Scripts in level Edit

Posted by [Majiin Vegeta](#) on Sun, 11 May 2003 14:00:55 GMT

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Dante1.1.1 is the newest version, and do you mean when you start LE, or when you try the map?

when i load LE

Subject: Scripts in level Edit

Posted by [General Havoc](#) on Sun, 11 May 2003 14:39:35 GMT

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Thats because you need to get scripts2.dll from your renegade directory and place them in the scripts directoy of your modfolder. You probably renamed scripts.dll from your renegade directory to scripts2.dll and the file you renamed is a custom scripts.dll from another version (somewhere along the line this could have happened). Thats what happened to me, if you are still stuck get Dante to release a version 1.1.1 installer with the original ones in.

_General Havoc

Subject: Scripts in level Edit

Posted by [Majiin Vegeta](#) on Sun, 11 May 2003 16:32:22 GMT

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ok i did rename scripts.dll and rename it scripts2.dll and place it...was that wrong....god damn...all these things are confusing unzip here rename there....and installer woul help everyone..then you dont get these Q's about how it works..

Subject: Scripts in level Edit

Posted by [Majiin Vegeta](#) on Mon, 12 May 2003 12:46:25 GMT

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General HavocThats because you need to get scripts2.dll from your renegade directory and place them in the scripts directoy of your modfolder. You probably renamed scripts.dll from your renegade directory to scripts2.dll and the file you renamed is a custom scripts.dll from another version (somewhere along the line this could have happened). Thats what happened to me, if you are still stuck get Dante to release a version 1.1.1 installer with the original ones in.

_General Havoc

btw it all works now..so many scripts...

Subject: Scripts in level Edit

Posted by [General Havoc](#) on Tue, 13 May 2003 19:29:04 GMT

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Yeah especially if you have as many modfolders as me (around 80) that have scripts in, it can get pretty confusing. The only way to tell the difference is the date stamp on the file. And theres version 1.1 out there that doesn't work with level edit to make it even more confusing. Then theres multiple versions that come with mods and maps, which is a VERY bad idea to do. It's best to give a link the the scripts because including them with a mix will overwrite newer versions when unzipped. Also the fact that I tested the DLL for a while means I have multiple beta versions lying around that really need to go.

Subject: Scripts in level Edit

Posted by [Dante](#) on Tue, 13 May 2003 20:36:31 GMT

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there is an installer up on RenEvo now
