
Subject: Problems With Obelisk and guard tower!
Posted by [Nightcrawler](#) on Mon, 08 Mar 2004 10:42:40 GMT
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Ok i made a map for renegade but the obelisk doesn't shoot. the guards tower too. I made the building contollers but they doesn't shoot me. I can aim on them and see the health but they don't attack me!! Please help me!

Subject: Problems With Obelisk and guard tower!
Posted by [pulverizer](#) on Mon, 08 Mar 2004 10:46:17 GMT
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Have you used scripts.dll? You have to make a new folder in your mod folder called "scripts". and then put your scripts.dll in it. it should work then.

Subject: Problems With Obelisk and guard tower!
Posted by [Oblivion165](#) on Tue, 09 Mar 2004 03:26:36 GMT
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just follow my tutorial at:

<http://www.dr-oblivion.com/forums>

its step by step. Cant go wrong.

Subject: Problems With Obelisk and guard tower!
Posted by [xptek_disabled](#) on Tue, 09 Mar 2004 04:33:22 GMT
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Quote:just follow my tutorial at:

<http://www.dr-oblivion.com/forums>

Please not heightfield! You cant use VIS on a heightfield map so as a result they run crappy and no servers will run them.

Subject: Problems With Obelisk and guard tower!
Posted by [Oblivion165](#) on Tue, 09 Mar 2004 06:03:17 GMT
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oh i know! i dont use the anymore, but im not even going to start to make a detailed tutorial on planes and mesh.

Subject: Problems With Obelisk and guard tower!
Posted by [Nightcrawler](#) on Wed, 10 Mar 2004 15:00:08 GMT
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slayerHave you used scripts.dll? You have to make a new folder in your mod folder called "scripts". and then put your scripts.dll in it. it should work then.
it says scripts2.DLL not found. should i just click ok and resume on my level.

Subject: Problems With Obelisk and guard tower!
Posted by [jonwil](#) on Wed, 10 Mar 2004 23:36:42 GMT
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If you had read all the info about how to get scripts.dll working, you would know where scripts2.dll comes from.
