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Subject: Credits the no Ref

Posted by [Naamloos](#) on Sun, 27 Feb 2005 16:17:32 GMT

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Someone should make some script tutorial that explains how the most usefull scripts work and stuff...

Go to your maps folder and make a new folder named "Scripts" there. Than copy both scripts.dll and scripts2.dll from your renegade folder there.

After that open level edit and select the object you wan't to add the script to. (you can beter temp this object inside the presets list)

Scripts can be added, removed or modded inside the scripts tab of an object.

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