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Subject: Re: SScripts request

Posted by [dead6re](#) on Thu, 15 Jun 2006 07:20:14 GMT

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The scripts.dll/scripts2.dll/bhs.dll do work in Level Edit. Once you have opened Level Edit and created a new mod package follow the following steps:

- 1) Navigate to your mod package directory, e.g. C:\Program Files\RenegadePublicTools\Level Edit\<ModPackageName>\
- 2) Create a directory called "scripts"
- 3) Copy and paste all your dlls into the new folder, "scripts"
- 4) Open Level Edit and select your package.

I hope that is what you would like. I'm a bit sleepy :/

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