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Subject: Re: Please Help

Posted by [ATdrag0N](#) on Sun, 05 Aug 2007 00:18:29 GMT

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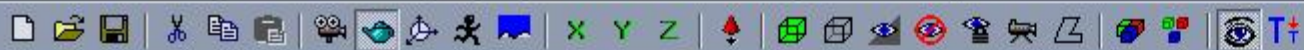
---

OK I have done it thus, however, it does not go. I have done new scripts.dll and the other there purely and then this obeys what you have written. Then I have (c\*c\_islands.ldd) them there there has originated in my Data folder purely done and renegade begun, however nothing happens.

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### File Attachments

1) [1.JPG](#), downloaded 483 times

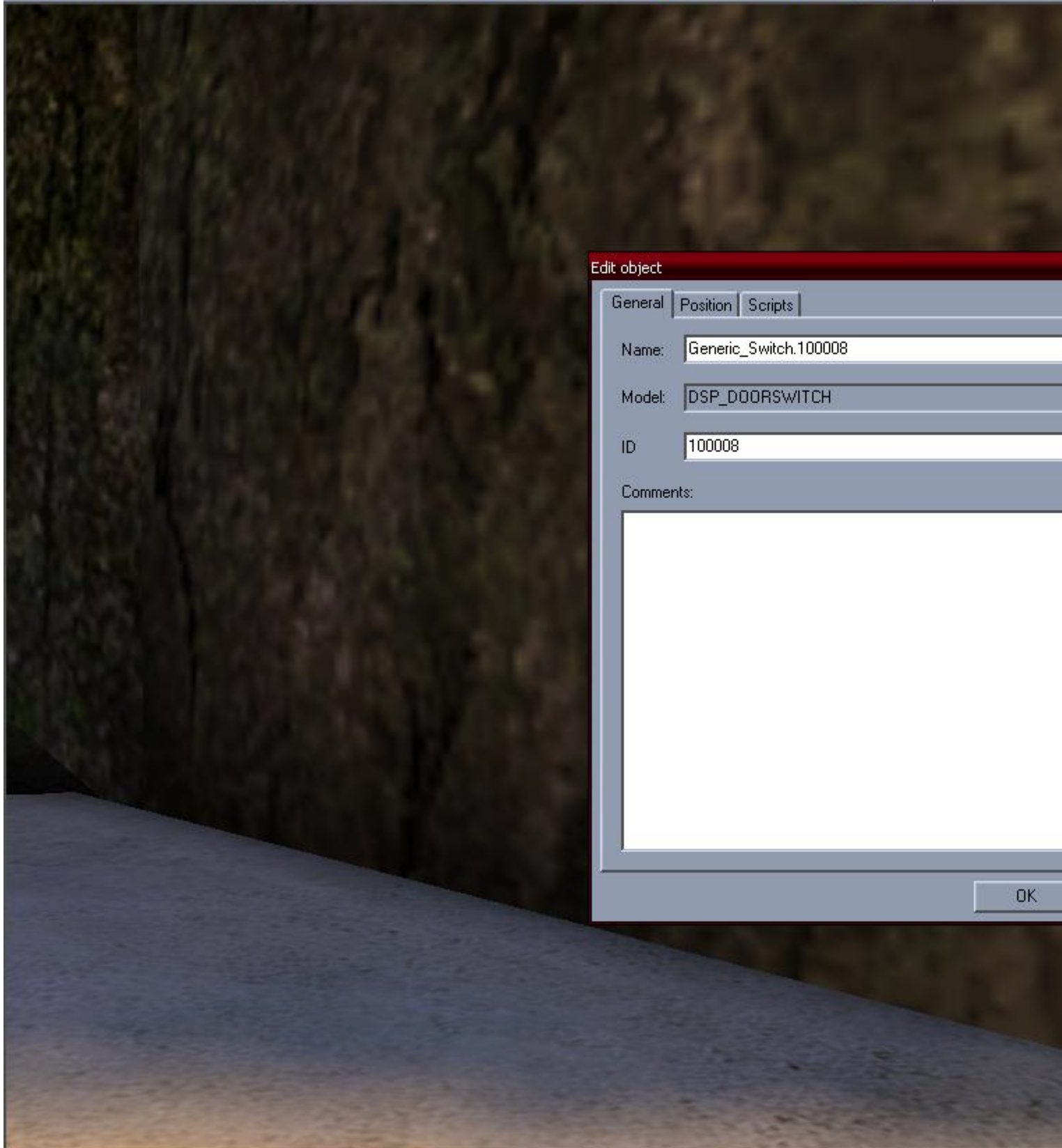
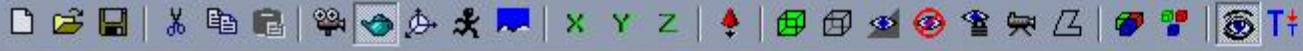


Selection set: palm\_c-1.1551292 ( VisObjectId = 411, VisSectorId = -1, CullLink = 229, Non-Occluder ),  
Picked model: DSP\_DOORSWITCH  
Selection set: Generic\_Switch.100008 ( VisObjectId = 2628, ),

2) [2.JPG](#), downloaded 473 times



File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



## Edit object

General Position Scripts

Name: Generic\_Switch.100008

Model: DSP\_DOORSWITCH

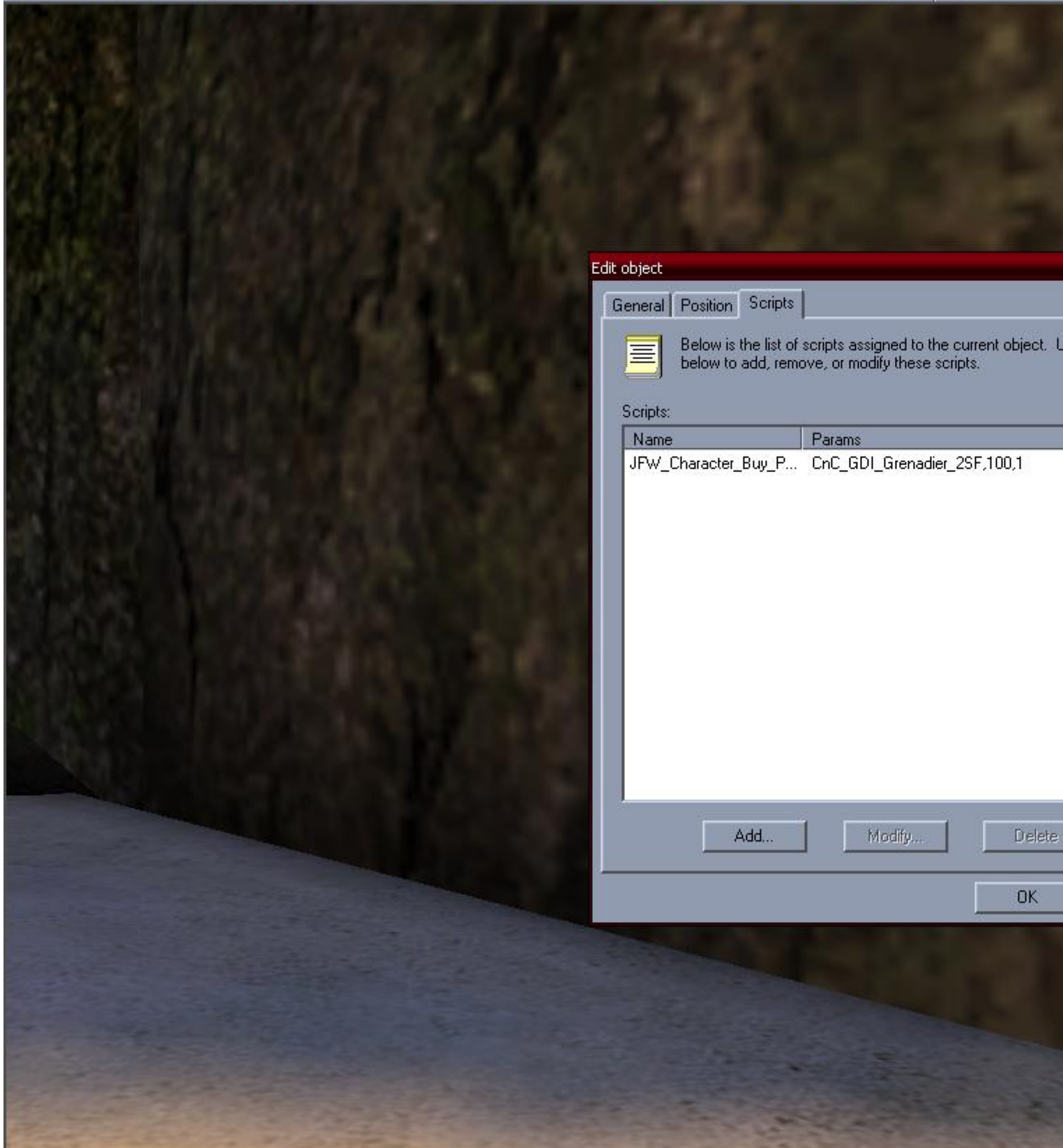
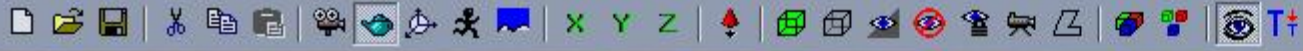
ID: 100008

Comments:

OK

Picked model: DSP\_DOORSWITCH  
Selection set: Generic\_Switch.100008 (VisObjectId = 2628, ).  
Picked model: DSP\_DOORSWITCH

3) [3.JPG](#), downloaded 466 times



## Edit object

General Position Scripts



Below is the list of scripts assigned to the current object. Use the buttons below to add, remove, or modify these scripts.

Scripts:

Name	Params
JFW_Character_Buy_P...	CnC_GDI_Grenadier_2SF,100,1

Add...

Modify...

Delete

OK

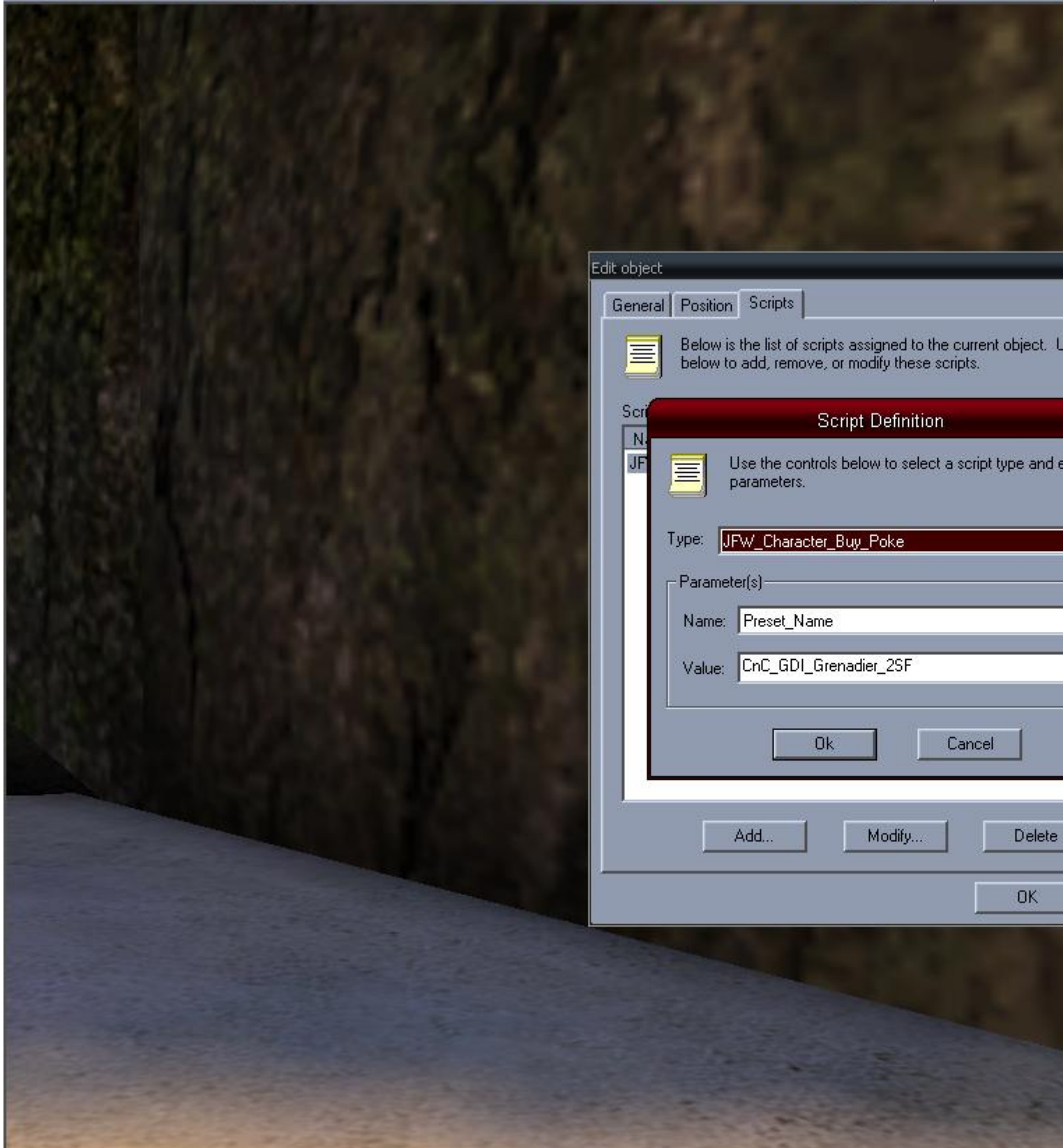
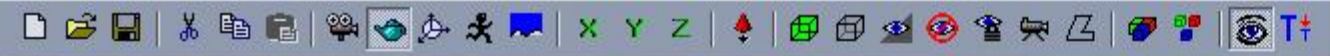
Picked model: DSP\_DOORSWITCH

TimeManager::Update: warning, frame 1026 was slow (4011 ms)

TimeManager::Update: warning, frame 1027 was slow (8466 ms)

4) [4.JPG](#), downloaded 458 times





## Edit object

General Position Scripts



Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script

Name

JFW

## Script Definition



Use the controls below to select a script type and enter its parameters.

Type: JFW\_Character\_Buy\_Poke

Parameter(s)

Name: Preset\_Name

Value: CnC\_GDI\_Grenadier\_2SF

Ok

Cancel

Add...

Modify...

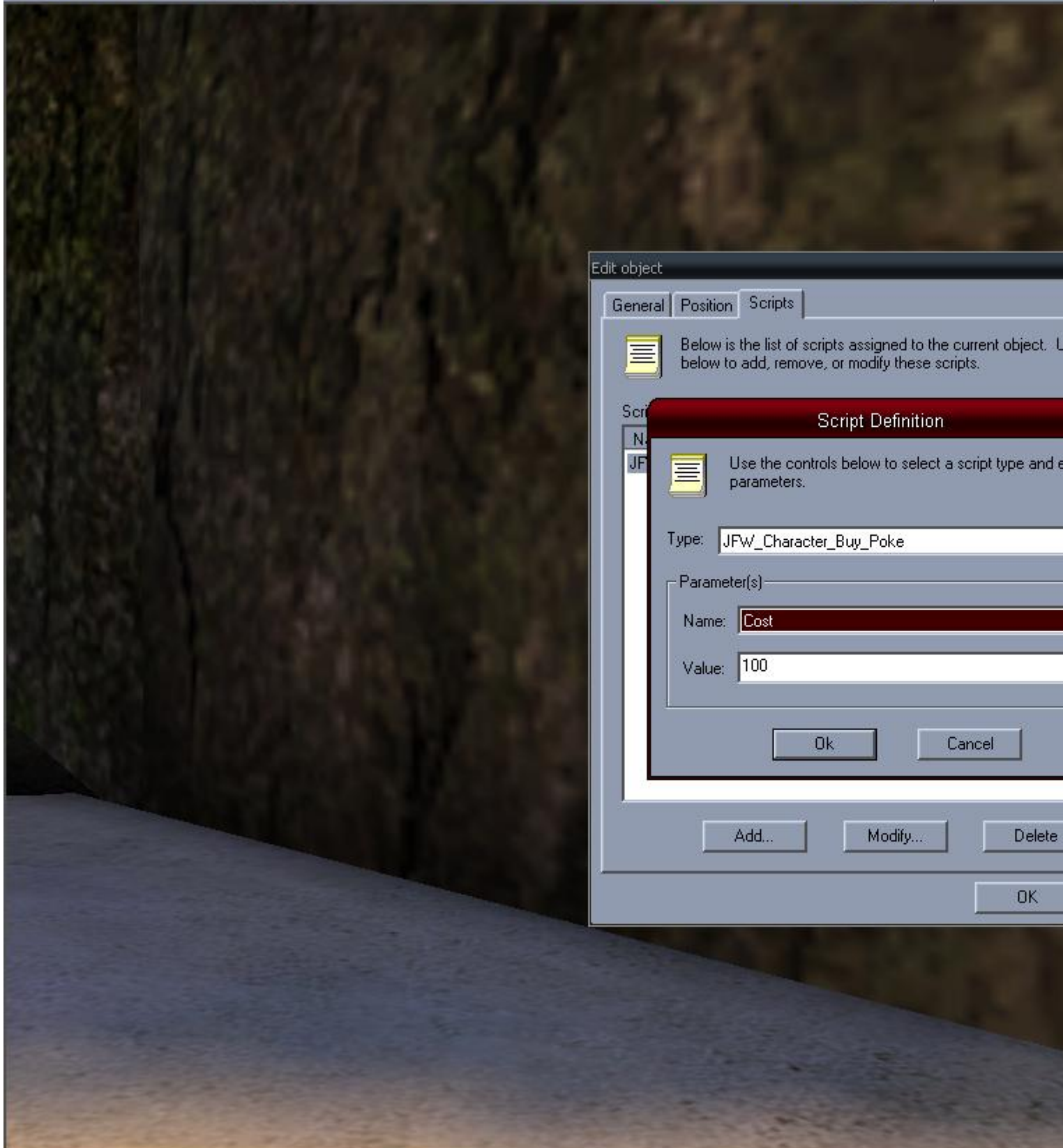
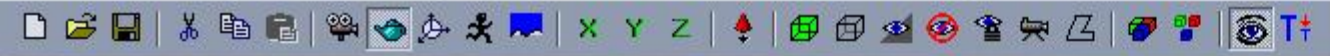
Delete

OK

TimeManager::Update: warning, frame 1027 was slow (8466 ms)  
TimeManager::Update: warning, frame 1029 was slow (7366 ms)  
TimeManager::Update: warning, frame 1030 was slow (7482 ms)



5) [5.JPG](#), downloaded 455 times



## Edit object

General Position Scripts



Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script

Name

JFW

## Script Definition



Use the controls below to select a script type and enter its parameters.

Type: JFW\_Character\_Buy\_Poke

Parameter(s)

Name: Cost

Value: 100

Ok

Cancel

Add...

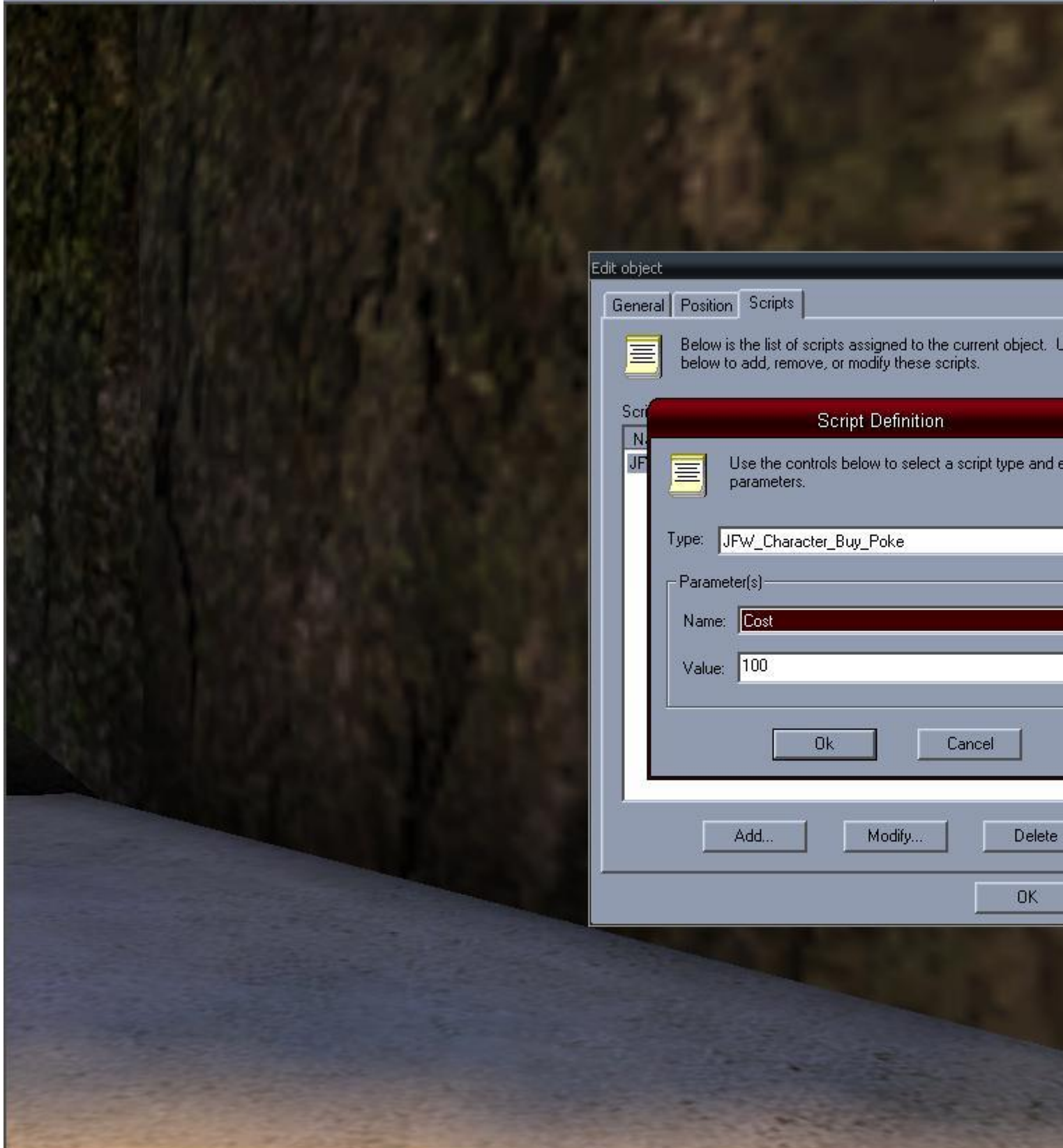
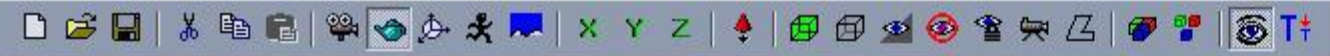
Modify...

Delete

OK

TimeManager::Update: warning, frame 1032 was slow (5136 ms)  
TimeManager::Update: warning, frame 1033 was slow (9189 ms)  
TimeManager::Update: warning, frame 1035 was slow (5201 ms)

6) [6.JPG](#), downloaded 455 times



## Edit object

General Position Scripts



Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Script

Name

JFW

## Script Definition



Use the controls below to select a script type and enter its parameters.

Type: JFW\_Character\_Buy\_Poke

Parameter(s)

Name: Cost

Value: 100

Ok

Cancel

Add...

Modify...

Delete

OK

TimeManager::Update: warning, frame 1032 was slow (5136 ms)  
TimeManager::Update: warning, frame 1033 was slow (9189 ms)  
TimeManager::Update: warning, frame 1035 was slow (5201 ms)