

---

Subject: SScripts request

Posted by [theplague](#) on Thu, 15 Jun 2006 01:54:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think i'm not just speaking for myself when i say this... PLEASE MAKE SCRIPTS WOIRK WITH LEVEL EDIT! and please make level edit read from the good old directory again -\_-

- that is all. thx

---

---

Subject: Re: SScripts request

Posted by [matty3k10](#) on Thu, 15 Jun 2006 01:58:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, It would be nice if we could load custom scripts in level edit.

---

---

Subject: Re: SScripts request

Posted by [ghost](#) on Thu, 15 Jun 2006 02:32:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I find no use for that. All the scripts i need are already there. Unless my "idea" is taken under consideration...

---

---

Subject: Re: SScripts request

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

[View Forum Message](#) <> [Reply to Message](#)

---

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 :/

---

---

Subject: Re: SScripts request

Posted by [jonwil](#) on Thu, 15 Jun 2006 14:01:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The other option is to download <http://users.tpgi.com.au/adsloptd/LevelEdit.zip> and use that.

---

Among other fixes, it contains code to read the scripts.dll directly from the renegade folder, bypassing the need to create a scripts folder in your mod package etc etc.

---

---

Subject: Re: SScripts request  
Posted by [dead6re](#) on Thu, 15 Jun 2006 15:19:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Thu, 15 June 2006 10:01The other option is to download <http://users.tpgi.com.au/adsloptd/LevelEdit.zip> and use that.  
Among other fixes, it contains code to read the scripts.dll directly from the renegade folder, bypassing the need to create a scripts folder in your mod package etc etc.

Does it check the Level Edit Scripts directory first?

---

---

Subject: Re: SScripts request  
Posted by [ghost](#) on Thu, 15 Jun 2006 17:35:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Im happy as is when making the folder...  
But this idea might be a good idea.

---

---

Subject: Re: SScripts request  
Posted by [jonwil](#) on Thu, 15 Jun 2006 22:47:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No it does not check the leveledit folder first.

---

---

Subject: Re: SScripts request  
Posted by [theplague](#) on Sat, 17 Jun 2006 03:57:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

-\_- renegade folder, so whenever i add a script to scripts.dll, i have to replace the original with the modded, and then after using level edit, replace the modded with the original?

dono if it's just me, but placing it in the actual project folder seems to be an easier solution...

it also makes keeping track of different scripts easier, don't you think?

---

---

Subject: Re: SScripts request  
Posted by [Whitedragon](#) on Sat, 17 Jun 2006 04:18:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Then use the old leveledit.

---