
Subject: scripts 0.99 Release Candidate is out
Posted by [Anonymous](#) on Sat, 04 Jan 2003 16:33:00 GMT
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get it from <http://www.sourceforge.net/projects/rentools/> Quite a few new scripts in this one, read the readme.txt for details. JFW_User_Settable_Parameters in particular is usefull.

Subject: scripts 0.99 Release Candidate is out
Posted by [Anonymous](#) on Sat, 04 Jan 2003 22:51:00 GMT
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Good Work!

Subject: scripts 0.99 Release Candidate is out
Posted by [Anonymous](#) on Sun, 05 Jan 2003 03:47:00 GMT
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hello good workbut how does it work in renegade editor i never used this kind of scriptsso that's why i ask how it works [January 05, 2003, 03:53: Message edited by: Therazor]

Subject: scripts 0.99 Release Candidate is out
Posted by [Anonymous](#) on Sun, 05 Jan 2003 04:39:00 GMT
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hey jonathan lol sorry this is a little off topic, but how do i get alltex.zip working? i extracted it into my data folder and tried dragging a whole load of .mix files onto it and nothing happened. The little window flashed up but disappeared almost instantly. Does it work if i drag maps like C&C Walls onto it cause i really want the sandy texture from it. lol sorry bout being random

Subject: scripts 0.99 Release Candidate is out
Posted by [Anonymous](#) on Sun, 05 Jan 2003 06:34:00 GMT
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I think the mix file msut be in the same directory as alltex, and the Testures will be extracted to c:oder c:\windows I think.
