
Subject: The scripts

Posted by [bat66wat6](#) on Wed, 26 Sep 2007 17:37:19 GMT

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I want to for example make a basic GDI_Guard_Tower (The wooden ones). So i place it on the map where i want etc, load up the map after exporting Mod etc play the modded map and BOOM, there is the Guard Tower just as i placed it all in order
But it does not shoot e.g attack enemy targets in range!

I know it has something to do with the scripts i have read into it, i am no pro but i know i need M00_Base_Defense script or something like that, but when i double click on the object in levelEDIT and go to "scripts, Add" the drop down list of "Type" scripts has nothing there someone please explain why?

Remember i am a newcomer to Modding so please be pretty basic in your instructions.

Below is a SS of the problem, thank you 4 taking time to read this...

File Attachments

1) [Invisible Scripts.doc](#), downloaded 224 times

Subject: Re: The scripts

Posted by [IronWarrior](#) on Wed, 26 Sep 2007 18:20:03 GMT

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bat66wat6 wrote on Wed, 26 September 2007 12:37I want to for example make a basic GDI_Guard_Tower (The wooden ones). So i place it on the map where i want etc, load up the map after exporting Mod etc play the modded map and BOOM, there is the Guard Tower just as i placed it all in order

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Remember i am a newcomer to Modding so please be pretty basic in your instructions.

Below is a SS of the problem, thank you 4 taking time to read this...

Did you add the scripts.dll, scripts2.dll and bhs.dll to the script folder in the mod folder in the Level Editer?

Also, make sure to use the same scripts as the mod folder.

You shouldn't need to add any scripts to the Guard Tower as it should already have it.

Subject: Re: The scripts

Posted by [bat66wat6](#) on Wed, 26 Sep 2007 18:45:31 GMT

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Yeah, i am so lost! I am a beginner man, what are the scripts.dll etc, where do i find em and where do i put em? Can i please have folder names and directions....RenegadePublicTools levelEDIT has alot of different folders

Subject: Re: The scripts

Posted by [AoBfrost](#) on Wed, 26 Sep 2007 19:22:37 GMT

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Put scripts.dll and scripts2.dll into your mod folder where your mod is saved. You can get script.dll by looking in the forums, and scripts2.dll in black-cell.net/clientscripts.zip, just use scripts2.dll in the black-cell one, I use it and it is compatible with the latest scripts.dll

Subject: Re: The scripts

Posted by [bat66wat6](#) on Wed, 26 Sep 2007 19:52:15 GMT

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Hey, i appreciate your help and all but it is easier said than done!

I looked around for about 10 mins on forums etc and all the links i found to do with scripts.dll led me to garbage that was nothing to do with what i want...i would be so greatfull if you could just give me the darn things!!

Subject: Re: The scripts

Posted by [AoBfrost](#) on Wed, 26 Sep 2007 21:00:13 GMT

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.....

Sourceforge is where you get scripts.dll, if you clicked a link that brings you to sourceforge then ok, thats where you get it.

Subject: Re: The scripts

Posted by [danpaul88](#) on Wed, 26 Sep 2007 22:44:19 GMT

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Copy scripts.dll, scripts2.dll and bhs.dll from
C:\Westwood\Renegade\

To C:\RenegadePublicTools\LevelEdit\<Modname>\Scripts\

Subject: Re: The scripts

Posted by [bat66wat6](#) on Thu, 27 Sep 2007 15:09:47 GMT

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Thanks for the info, i can only find the scripts.dll in C:/Westwood/Renegade/ i have looked all over, i copied and pasted it into the folder as you told me to and it has not worked, i still get a blank list when i click on scripts,Add

Here is a SS of how it looks...

File Attachments

1) [No scripts SS.doc](#), downloaded 190 times

Subject: Re: The scripts

Posted by [AoBfrost](#) on Thu, 27 Sep 2007 15:12:07 GMT

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We said copy bhs.dll, scripts.dll and scripts2.dll

If you dunno what to do, download this

<http://black-cell.net/clientscripts.zip>

that includes all scripts and dll's you need, they arent the latest, but they are very stable.

Subject: Re: The scripts

Posted by [bat66wat6](#) on Thu, 27 Sep 2007 15:23:15 GMT

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This is getting tiring now, maybe i forget the stupid scripts...im not angry at any of you at all but i can;t find em, not my fault! I look all in Renegade folder, and the Data folder and there is no bhs.dll or scripts2.dll, just the usuall scripts.dll...I like to mod things, i can put spawners, change types of character skins so they regenerate on tiberium and give em weapons with more than 1 type of ammuation etc i am that kinda level at the moment, but the scripts are kinda essential to most things i wanna do, like the wooden Guard_Towers->but having to go through all of this just to get em to show up in a drop down box is just stupid, the creators really messed this worldbuilder up!

In fact i might give on the modding thing altogether, i will never succeed to the level any of you are at

I mean my levelEDIt has severall problems, the Cnc_GDI_Orca don't load i get error on that as

well as when i go on "Edit, Level Settings" I mean it just says it's got an error asks me to report it and quits me off the program!

Subject: Re: The scripts
Posted by [AoBfrost](#) on Thu, 27 Sep 2007 15:26:58 GMT
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Omg are you that stupid?

I said it 3 times now

DOWNLOAD THEM.

<http://black-cell.net/clientscripts.zip>

I provided the link 3 times, if you dont download it, dont be mad then, your being impatient, stupid, and rude to ignore my posting.

And if you dont have the files already in your renegade folder, it just means your using old scripts which are slow and arent compatible with most server mods, put everything you download into your renegade folder ANNNDDD mod folder for your renegadelevel edit mod. Your game will load 500 times faster with the download I posted.

Subject: Re: The scripts
Posted by [bat66wat6](#) on Thu, 27 Sep 2007 15:40:17 GMT
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How do i close a topic, i had it done to me once on this site about a year ago...i wanna close this topic so no one can Post on it again...

Subject: Re: The scripts
Posted by [AoBfrost](#) on Thu, 27 Sep 2007 15:41:46 GMT
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Then you dont get hel and your mod will never be finished.

If you want the topic, closed, PM a mod of the mod forum.

Subject: Re: The scripts
Posted by [bat66wat6](#) on Thu, 27 Sep 2007 18:15:08 GMT
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[quote title=AoBfrost wrote on Thu, 27 September 2007 10:41]Then you dont get hel and your mod will never be finished.quote]

Yeah i do get it! just that your scripts stuff do not bloody work!
I have done as you said and there are still no scripts in the scripts drop down box...

If i have to PM a mod then forget it...i could just not post here anymore>

Subject: Re: The scripts
Posted by [AoBfrost](#) on Thu, 27 Sep 2007 18:36:51 GMT
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Last time I say it or anything else here.

YOU DIDNT COPY BHS.DLL OR SCRIPTS2.DLL, YOU NEED THOSE TOO.

Subject: Re: The scripts
Posted by [bat66wat6](#) on Sat, 29 Sep 2007 03:57:48 GMT
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BREAKTHROUGH!!!!!!-----/>After messing around 4 2 hours straight i have made it work...the scripts are there!!

But the Guard towers do not work, evene when i put the script in 4 each of them, here is SS of the settings below...please tell me what is wrong with em, they do not work!

File Attachments

1) [Gun Tower Settings.doc](#), downloaded 190 times

Subject: Re: The scripts
Posted by [zillia](#) on Sat, 29 Sep 2007 04:23:45 GMT
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Bat here download the file i attached, right click it tell it unzip, then copy it to your mod map folder.

now to make the guard tower shoot, delete the script thats there m00 whatever and add (from the drop down list) JFW_Base_Defence script, then goto the next setting under it and goto max setting and i believe it starts and is set at 300.00. I set mine to 500.000 but anyway set it to whatever you like or leave it where it is and click Ok and Ok again and Bam they will work.

if you need any other help with something post and i will explain, as thats the biggest prob here, the ones that do post here dont explain well enough for new comers to somethings like (leveledit) for the newcomer to understand so i hope i explained it to the point that you do understand if not i

can walk you through it step by step if ya wish.

good luck.

File Attachments

1) [scripts.zip](#), downloaded 166 times

Subject: Re: The scripts

Posted by [Gen_Blacky](#) on Sat, 29 Sep 2007 07:21:43 GMT

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..... lmao

Subject: Re: The scripts

Posted by [bat66wat6](#) on Sat, 29 Sep 2007 12:17:53 GMT

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Yeah, i did what you said, thanx man, i think it works! I do not know because the map and vis goes all wierd, there is something really wrong with it...i changed the scripts on the NOD Turrets and GDI_GUard_Towers to the ones you said but the Harvesters and me fall through the floor and everything except a few objects go invisible!

There is a screenshot of it below, please tell me what is wrong?

If it is part of the problem, i did not download that Attachment you provided as i already got those scripts.dll, scripts2.dll and bhs.dll<maybe they are out of date or something?

File Attachments

1) [ERROR.doc](#), downloaded 187 times

Subject: Re: The scripts

Posted by [zillia](#) on Sat, 29 Sep 2007 21:14:38 GMT

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Bat i know what your problem is and what your doing wrong, but it would take a long time to explain it all here.

But my advice to you is to follow reborns tutorial from renhelp.net as this guy rocks , and you can pause and hit play and follow along with him so it gives you a VERY good idea of what you should be doing, just do excatly as he does in this tutorial and you will get the idea of the things you should be doing when modding in leveledit.

Here id the link :<http://www.renhelp.net/> just look for the tut that shows reborn doing the tut, cuz he really does do best for showing and explaining then any other tut on that site.

And trust in this guy he (simply put) makes the best tut's on that site and explains very well as he

goes and if you dont get the idea after following him step by step then,well i hate to say it but then give up , cuz In my opinion(IMO) he rocks and knows what hes doing and this tut is alot easier for you to learn from then say me explaining every step to you k?

and rememeber look and pause the vid and see how he arranged his leveledit folders and how he made the scripts folder and he also shows you about the objects.ddb file and about what you need to do with objects.aow and how it the original objects.ddb needs to be deleted and replaced with objects.aow, yet changed to objects.ddb etc.etc?