Subject: LevelEdit Scripts after beta 4 update
Posted by jlhill17 on Tue, 13 Mar 2012 16:25:03 GMT
View Forum Message <> Reply to Message

After the update to beta 4 my LevelEdit no longer shows scripts in the dropdown menu on the scripts tab of a preset. Scripts already added to a preset appear in the list of the scripts attached to the preset, but when I select one to modify it or add a new one the list of available scripts is empty.

Do I have to manually add the scripts.dll to the LE folder like before? or is there a fix for this?

Subject: Re: LevelEdit Scripts after beta 4 update
Posted by kamuixmod on Tue, 13 Mar 2012 16:30:58 GMT
View Forum Message <> Reply to Message

i think u need to add the scripts to the Scripts folder in LE as you said.

Btw, the Avatar u have, do you have the map still left?

Subject: Re: LevelEdit Scripts after beta 4 update
Posted by jlhill17 on Tue, 13 Mar 2012 16:33:22 GMT
View Forum Message <> Reply to Message

It's kicking around somewhere. I can find it. It's not even near finished yet though. I may never end up actually finishing it due to potential copyright issues with Blizzard.

Subject: Re: LevelEdit Scripts after beta 4 update
Posted by kamuixmod on Tue, 13 Mar 2012 16:34:47 GMT
View Forum Message <> Reply to Message

as long as u dont give it out publicy, except giving friends, its fine

---

Subject: Re: LevelEdit Scripts after beta 4 update
Posted by jlhill17 on Tue, 13 Mar 2012 16:40:43 GMT
View Forum Message <> Reply to Message

That's good to know. The map is presentable and mostly playable, though it can still use some work.
Toggle Spoiler

Toggle Spoiler

File Attachments

1) Screenshot.51.png, downloaded 579 times

2) Screenshot.52.png, downloaded 588 times

Subject: Re: LevelEdit Scripts after beta 4 update
Posted by jlhill17 on Tue, 13 Mar 2012 16:54:30 GMT
View Forum Message <> Reply to Message

Putting the scripts in the mod folder in LE doesn't work either. Is anyone else having this problem?

Subject: Re: LevelEdit Scripts after beta 4 update
Posted by Ethenal on Tue, 13 Mar 2012 19:59:48 GMT
View Forum Message <> Reply to Message

I believe LevelEdit gets its scripts from ttle.dll (le for LevelEdit) in your Renegade folder. That's

certainly how it seems for me. Are you using an original CD or The First Decade?

kamuixmod wrote on Tue, 13 March 2012 11:34as long as u dont give it out publicy, except giving friends, its fine
That's the spirit!

Subject: Re: LevelEdit Scripts after beta 4 update
Posted by jlhill17 on Tue, 13 Mar 2012 20:42:18 GMT
View Forum Message <> Reply to Message

I am using an original CD. It always worked for me before since the initial scripts 4.0 release. It just stopped working since I updated to beta 4 this morning. Before scripts 4.0 I used the old LE with scripts.dll in LE, but now that doesn't work either.

Subject: Re: LevelEdit Scripts after beta 4 update
Posted by Generalcamo on Tue, 13 Mar 2012 20:47:40 GMT
View Forum Message <> Reply to Message

Download the NEW 4.0 level editor from this website:
http://www.tiberiantechnologies.org/downloads
It's in the mod tools, and includes a variety of extras that can benefit your map.

(God that sounded like a bot)

Subject: Re: LevelEdit Scripts after beta 4 update
Posted by jlhill17 on Tue, 13 Mar 2012 21:02:23 GMT
View Forum Message <> Reply to Message

I tried the newest LE already. No dice.

Subject: Re: LevelEdit Scripts after beta 4 update
Posted by kamuixmod on Wed, 14 Mar 2012 13:48:05 GMT
View Forum Message <> Reply to Message

did u bone all of the models yourself?

The turrets in the 1. Pic which look into the Air, do they hit properly?

Subject: Re: LevelEdit Scripts after beta 4 update

Posted by jlhill17 on Wed, 14 Mar 2012 16:15:44 GMT

View Forum Message <> Reply to Message

I did bone them myself. The missile turrets don't always hit properly. Near as I can tell the bones are set properly, but it usually just shoots under a ship that is hovering right in front of it. The base defenses in the 2nd pic can easily hit ground targets, but they also shoot under things in the air.