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Subject: Random Crate.

Posted by [Dan](#) on Mon, 06 Sep 2004 14:57:06 GMT

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I'm in the finishing stages on my Random Crate script too... And btw, dont use "1000025" to detect the custom for when a crate is picked up... use "CUSTOM\_EVENT\_POWERUP" as it is MUCH easier to see what you are trying to do (and the number is 1000000025).

To attach a script to a GDI soldier in LE:

- 1) Start up LE and click on the new and type in a name. Click on OK.
  - 2) Find your mod folder on your hard drive (usually C:\Program Files\Renegadepublictools\Level Edit\yourmodname and make a new folder called "Scripts"
  - 3) Put your scripts.dll into the new folder.
  - 4) In the folder things on the right, expand Object -> Soldier -> Soldier\_Presets -> GDI -> GDI\_MiniGunner\_0 then select "CnC\_GDI\_MiniGunner\_0", and click on the Mod button below the folders.
  - 5) Go to the scripts Tab
  - 6) Click on the Add button and in the "Type" box select your script name.
  - 7) In the parameters rollout, select different parameters and set the value in the box below. and continue until all your params are set. click OK  
Click OK again and click on the red cross in the top right of the screen (to close LE)
  - 9) When the message pops up asking to save the presets, click on Yes.
  - 10) wait for it to close and then go to C:\Program Files\Renegadepublictools\Level Edit\yourmodname\presets and move your Objects.ddb into your renegade data folder. (Dont forget to put your scripts.dll into the renegade folder).
  - 11) Load up renegade and enjoy!
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