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Subject: New scripts.dll 2.1.2

Posted by [spreegem](#) on Tue, 26 Apr 2005 22:20:13 GMT

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Have you unzipped, or unrared the files you downloaded, or ran the executable if they are an executable. If you put the maps in your folder as a .zip or .rar they won't do anything, you have to unzip them, or unrar them first, then place the .mix or .pkg and any other files into your data folder. Ohh yeah, the scripts t.dll files are for when you are making mods or maps, or required when a map or mod use those scripts. I'm not quite sure what bhs.dll is for though.

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