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Subject: Re: base defence script?

Posted by [CrazyBastard](#) on Wed, 02 Nov 2005 07:18:36 GMT

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Visit this site they have a tutorial on this and a lot of other things. In short, open "Program Files\Renegade Public Tools\Level Edit\" then open your map folder. You should see various folders like 'Presets', 'Characters', 'Levels' etc. Create a new folder called 'Scripts' in your map folder then open it. Copy the scripts.dll from your renegade folder to the newly created scripts folder then export your mod package from level edit. The obelisk and AGT will now shoot at enemy units.

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