
Subject: Re: Renegades textures.

Posted by [R315r4z0r](#) on Mon, 05 Feb 2007 18:03:12 GMT

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Copy Scripts.dll from your renegade folder, then go to your mod's folder

default path is C:\Program Files\Renegade Public Tools\Level Edit\

(I think that is it <_<)

Find your Mod's folder. Once inside it, make a new folder called "Scripts" then copy the Scripts.dll into that folder, and you should be able to use the Scripts in level edit.
