Subject: Re: Please Help Posted by ATdragON on Sun, 05 Aug 2007 00:18:29 GMT View Forum Message <> Reply to Message

OK I have done it thus, however, it does not go. I have done new scripts.dll and the other there purely and then this obeys what you have written. Then I have (c*c_islands.ldd) them there there has originated in my Data folder purely done and renegade begun, however nothing happens.

File Attachments
1) 1.JPG, downloaded 305 times

Page 1 of 12 ---- Generated from Command and Conquer: Renegade Official Forums



Selection set: palm_c-I.1551292 (VisObjectId = 411, VisSectorId = -1, CullLink = 229, Non-Occluder), Picked model: DSP_D00RSWITCH Selection set: Generic_Switch.100008 (VisObjectId = 2628,),

2) 2.JPG, downloaded 295 times

Page 3 of 12 ---- Generated from Command and Conquer: Renegade Official Forums

*												Ċ	&c_isla	inds - C	Comm	ando L	evel E	ditor
File							 		a Strings			port						
Ľ	B		¥ 🖻	R	e	Ø *	хY	z	🔶 🖽	Ø 👁	0	1	₩ []	1 🛷 📍	•	6 T‡		
Ç.,										Edit ob;	ject							
R										Gen	neral	Positi	on Scri	pts				
										Na	ame:	Gen	eric_Swil	tch.1000)08			
8										Mo	odel:	DSF	_DOOR	SWITCH	1			
X										ID		100	008					
											ommen							
																		OK
No. of the local data																		
Pick	ed mo	dal DS	P DOC	BSWE	ICH:													

Picked model: DSP_D00RSWITCH Selection set: Generic_Switch.100008 (Vis0bjectId = 2628,), Picked model: DSP_D00RSWITCH

3) 3.JPG, downloaded 288 times

Page 5 of 12 ---- Generated from Command and Conquer: Renegade Official Forums

8	c&c_islands - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting	
	Чхүz 🐓 🗗 🗗 💁 🚳 🖀 👾 Д 🛷 🚏 🚳 Т‡
	Edit object General Position Scripts Below is the list of scripts assigned to the current object. I below to add, remove, or modify these scripts. Scripts: Name Params JFW_Character_Buy_P CnC_GDI_Grenadier_2SF,100,1
	Add Modify Delete
	ОК

Picked model: DSP_D00RSWITCH TimeManager::Update: warning, frame 1026 was slow (4011 ms) TimeManager::Update: warning, frame 1027 was slow (8466 ms)

4) 4.JPG, downloaded 282 times

Page 7 of 12 ---- Generated from Command and Conquer: Renegade Official Forums

Result Cate_islands - Commando Level Editor Pie Edit View Object Vis Pathfinding Uphting Sounds Camera Strings Presets Report Image: String Preset <t< th=""><th>7</th><th>671</th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th></t<>	7	671																																									
Image:			-			-						_				_										_	-		_	¥С_	isl	anc	IS -	Co	mr	nar	ndo	Le	vel	Ed	itor	1	
Edit object General Position Scripts Below is the list of scripts assigned to the current object. I below to add, remove, or modify these scripts. Script Definition Use the controls below to select a script type and parameter(s) Name: Preset_Name Value: CnC_GDI_Grenadier_2SF Use the controls deformed to the current object. I Add Modify Delete	1	File	Edit	: Vie	ew	Obj	ect	Vis	Pa	thfir	nding	g l	.ight	ing	Se	une	ds	0	ame	ra	St	ring	js	Pre	ese	ts	Re	pol	rt	_					2760				_	_	_	_	
General Position Scripts Below is the list of scripts assigned to the current object. I below to add, remove, or modify these scripts. Script Definition Image: Script Definit Definition </th <th></th> <th></th> <th>B</th> <th></th> <th> 8</th> <th>6</th> <th></th> <th>B</th> <th>00</th> <th></th> <th>Þ</th> <th>. ⊬</th> <th>*</th> <th>~</th> <th></th> <th>×</th> <th>Y</th> <th>9</th> <th>Z</th> <th>4</th> <th></th> <th>đ</th> <th>₽</th> <th>0</th> <th>4</th> <th>14</th> <th>0</th> <th>4</th> <th>8 9</th> <th>₹</th> <th>Z</th> <th> (</th> <th>7</th> <th>*</th> <th></th> <th>۲</th> <th>T</th> <th></th> <th></th> <th></th> <th></th> <th></th> <th></th>			B		8	6		B	00		Þ	. ⊬	*	~		×	Y	9	Z	4		đ	₽	0	4	14	0	4	8 9	₹	Z	(7	*		۲	T						
													*			×								Ed	it ol Ge	ojec ner	et al	Po Be be Pa N	ositio klow clow	in is th to a JFV eter : [f	Sc hel hdd, ram (s) - Pres	ripts ist o ren Lhar set_ GI	f sonti rs.	ripts e, or Scr rols t er_B	ass mo ipt belo	sign odify De ow to er_2	ed I the fini o se <e< th=""><th>to these s</th><th>a s</th><th>ts.</th><th>t typ</th><th>Dela</th><th>ete</th></e<>	to these s	a s	ts.	t typ	Dela	ete
Prover and the second		-		-			-		-	-	-	-		-	-	-			-								-				-	-											
TimeManager::Update: warning, frame 1027 was slow (8466 ms)	I	Tim	eMar eMar eMar	ager	::Upo	date:	wa	rning	, fran	ne 1	029	was	s slov	w (7)	366	ms]																										

5) 5.JPG, downloaded 279 times

Page 9 of 12 ---- Generated from Command and Conquer: Renegade Official Forums

Res Call Stands - Commando Level Editor Pie Edit Vew Object Vis Pathinding Lighting Sounds Canero String: Presets Report Image: String Pieses Pieses Image: String Pieses Pieses Image: String Pieses Image: String Pieses </th <th>100</th> <th></th> <th>-</th> <th></th>	100																			-	
Cancel Cancel Add Modify		-		20.200	Contraction of Contraction					(1) (1)					&C_ISI	lands	- Con	nmand	o Level	Edito	ur -
Edit object General Position Scripts Below is the fist of scripts assigned to the current object. I below to add, remove, or modify these scripts. Script Definition Use the controls below to select a script type and o parameter(s) Value: 100 Add Modify Delete	1000	38. 33	a house of the	ar with									100	2142	- 7					_	_
General Position Scripts Below is the list of scripts assigned to the current object. If below to add, remove, or modify these scripts. Script Definition N If Use the controls below to select a script type and oparameters. If If </th <th></th> <th></th> <th>61 d</th> <th></th> <th></th> <th>₩ 📀 1</th> <th>9 x ~</th> <th></th> <th>4</th> <th>÷ L</th> <th>9 0</th> <th>₽ ≌</th> <th>e</th> <th>· · ·</th> <th>R 14</th> <th></th> <th>-</th> <th></th> <th>Ť</th> <th></th> <th></th>			61 d			₩ 📀 1	9 x ~		4	÷ L	9 0	₽ ≌	e	· · ·	R 14		-		Ť		
											F	Edilt obj Gen Sci	ect eral F t	Positic Below Delow	on So is the to add Use t paran JFW_0 eter(s) : [Cos : 100	ripts) list of s l, remove he corn neters. Charace st	cripts a ve, or n Scrip itrols be	assigned hodify the slow to s y_Poke	to the chese scrip hition select a s	ots. script ty	pe and (
	N.																				-
	R	124	12	Ser.	2	and and	1	-	-	1		3			10	100					
	Time	Manag	er::Upd	late: war	rning, f	rame 1033	! was slow (5 was slow (9 i was slow (5	189 ms)													

6) 6.JPG, downloaded 279 times

Page 11 of 12 ---- Generated from Command and Conquer: Renegade Official Forums

File Edit View Object Vis Pathinding Lighting Sounds Camera String Prests Report Image: String <th></th> <th>×</th> <th></th> <th>c&c_</th> <th>_island:</th> <th>s - Com</th> <th>imando</th> <th>Level E</th> <th>ditor</th>		×												c&c_	_island:	s - Com	imando	Level E	ditor
Edit object General Position Solipts Below is the list of scripts assigned to the current object. I below to add, remove, or modify these scripts. Script Definition Use the controls below to select a script type and a parameter(s) Name: Cost Value: 100 Add., Modify Delete			Edit	View	Object	Vis	Pathfinding	Lighting	Sounds	Camera	a Strings	Presets	Repor	t					
General Position Scripts Below is the list of scripts assigned to the current object. It below to add, remove, or modify these scripts. Script Definition N Image: Script Definition N Image: Script Definition Name: Cost Value: Image: Original Controls Add Modify Delete		D	6	2 X		B	🥮 🍝 🌢	* * 🌄	XY	z	🔶 😰	6 👁	Ø 1	1 (Z 9	7 🚏	🛞 T		
									x			Edit obj Gen	ect eral Po Be bel rí Type Par Na	sition low is t low to - iow to - iow to - pate sition sition sition	Scripts the list of add, rem se the co arameters W_Chara r(s) Cost 100	scripts a ove, or m Scrip introls be	ssigned t iodify the t Defini low to se y_Poke	tion elect a scripts.	pt type and e
	1000	N		12	E.	200	1.20	A A A	1	1	-		-		100				
The safet is a second and the second se	I	Time	Manag	er::Upd	date: wa	arning,	frame 1032 (frame 1033) frame 1035 (was slow (9"	189 ms)										