Subject: Re: Please Help
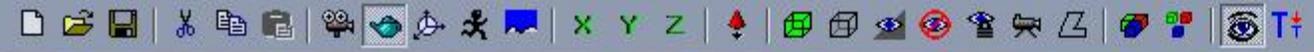Posted by ATdrag0N on Sun, 05 Aug 2007 00:18:29 GMT
View Forum Message <> Reply to Message

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.
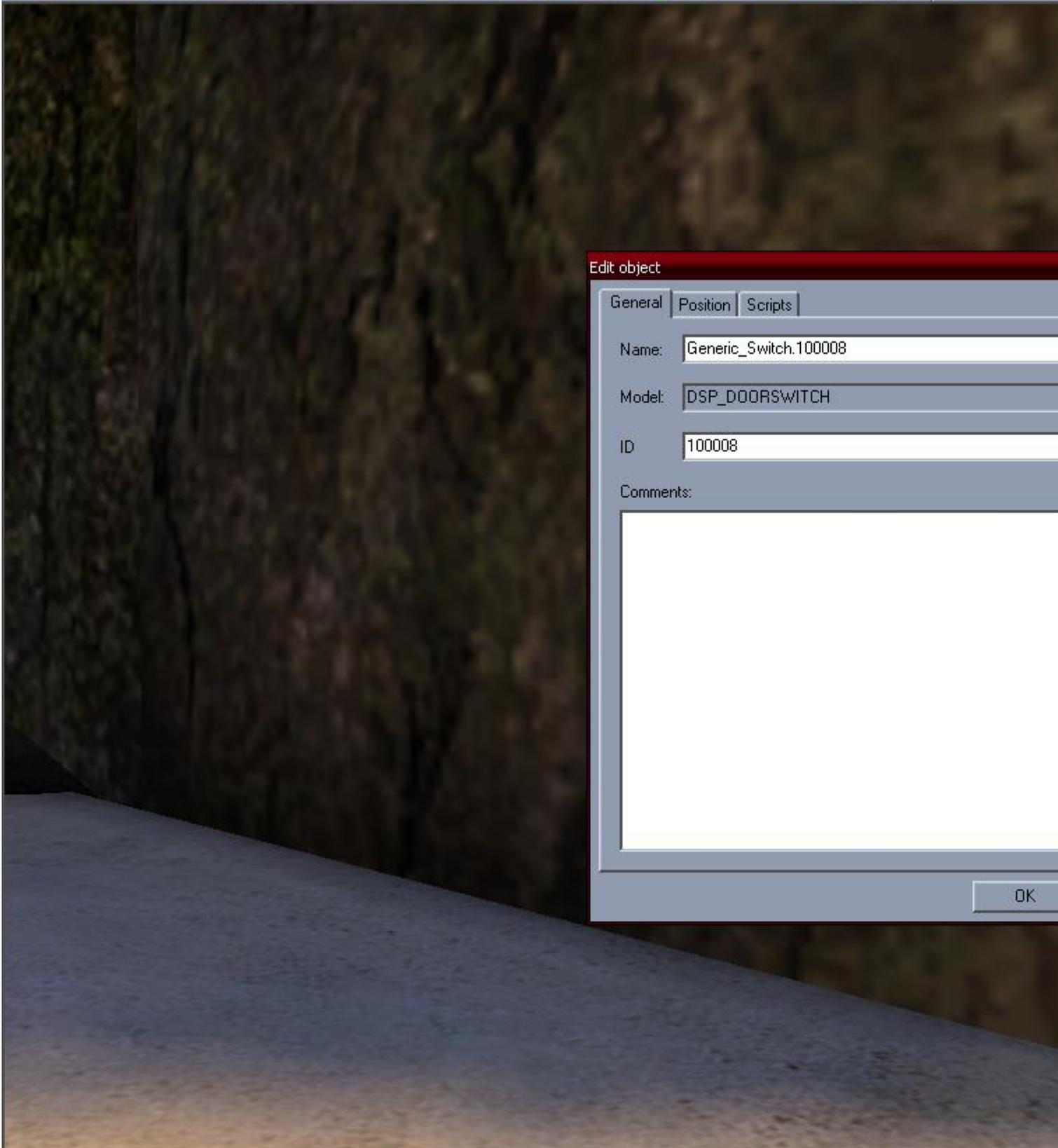
File Attachments
1) 1.JPG, downloaded 931 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report

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

Ready

2) 2.JPG, downloaded 910 times

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report

Edit object

General | Position | Scripts

Name: Generic_Switch.100008

Model: DSP_DOORSWITCH

ID 100008
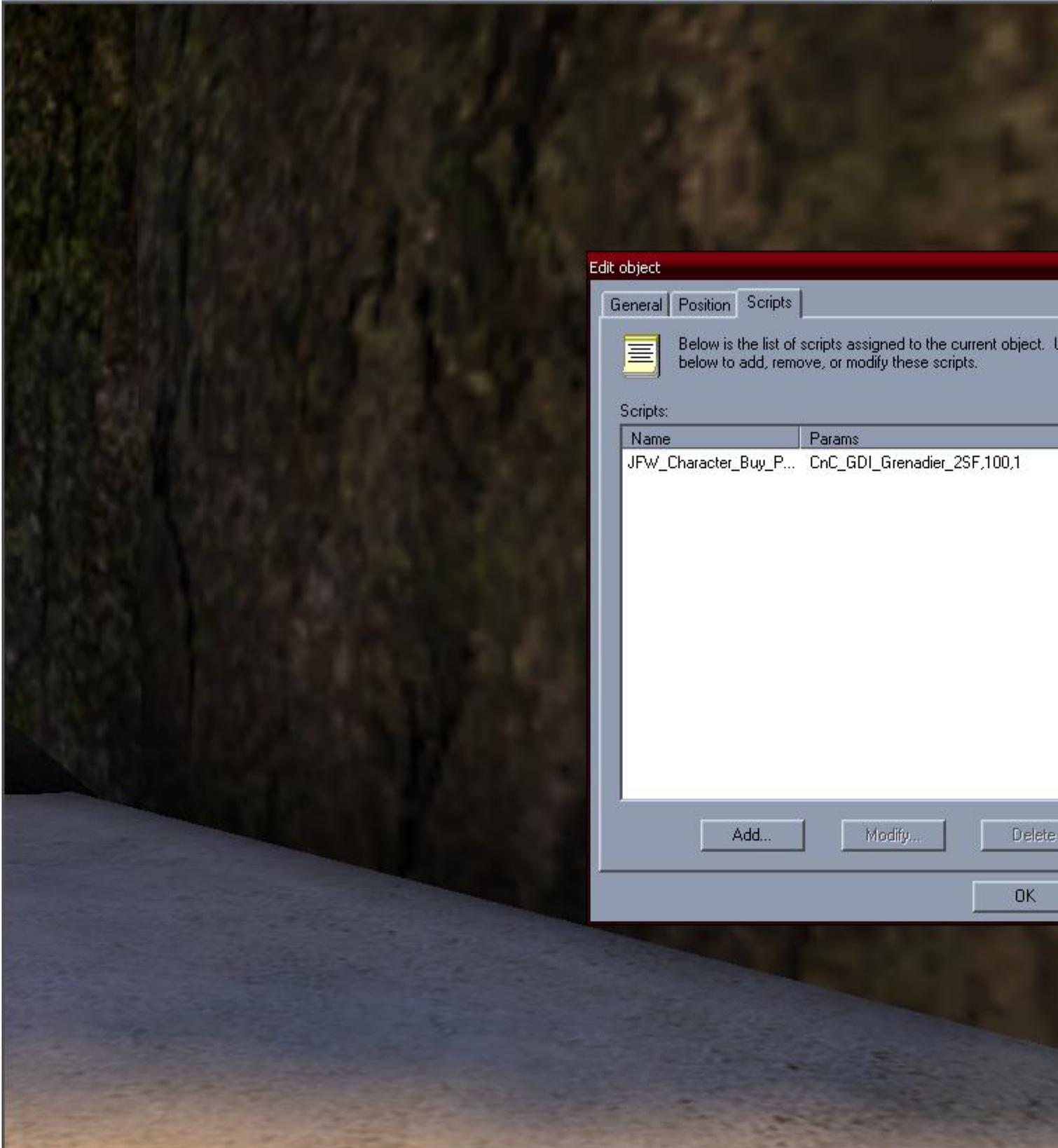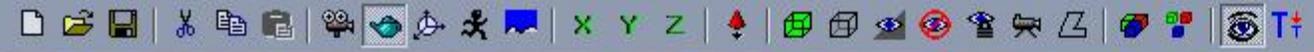
Comments:

OK

Picked model: DSP_DOORSWITCH
Selection set: Generic_Switch.100008 (VisObjectId = 2628,),
Picked model: DSP_DOORSWITCH

Ready

3) 3.JPG, downloaded 904 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report

Edit object

General | Position | Scripts |

Below is the list of scripts assigned to the current object. U
below to add, remove, or modify these scripts.

Scripts:

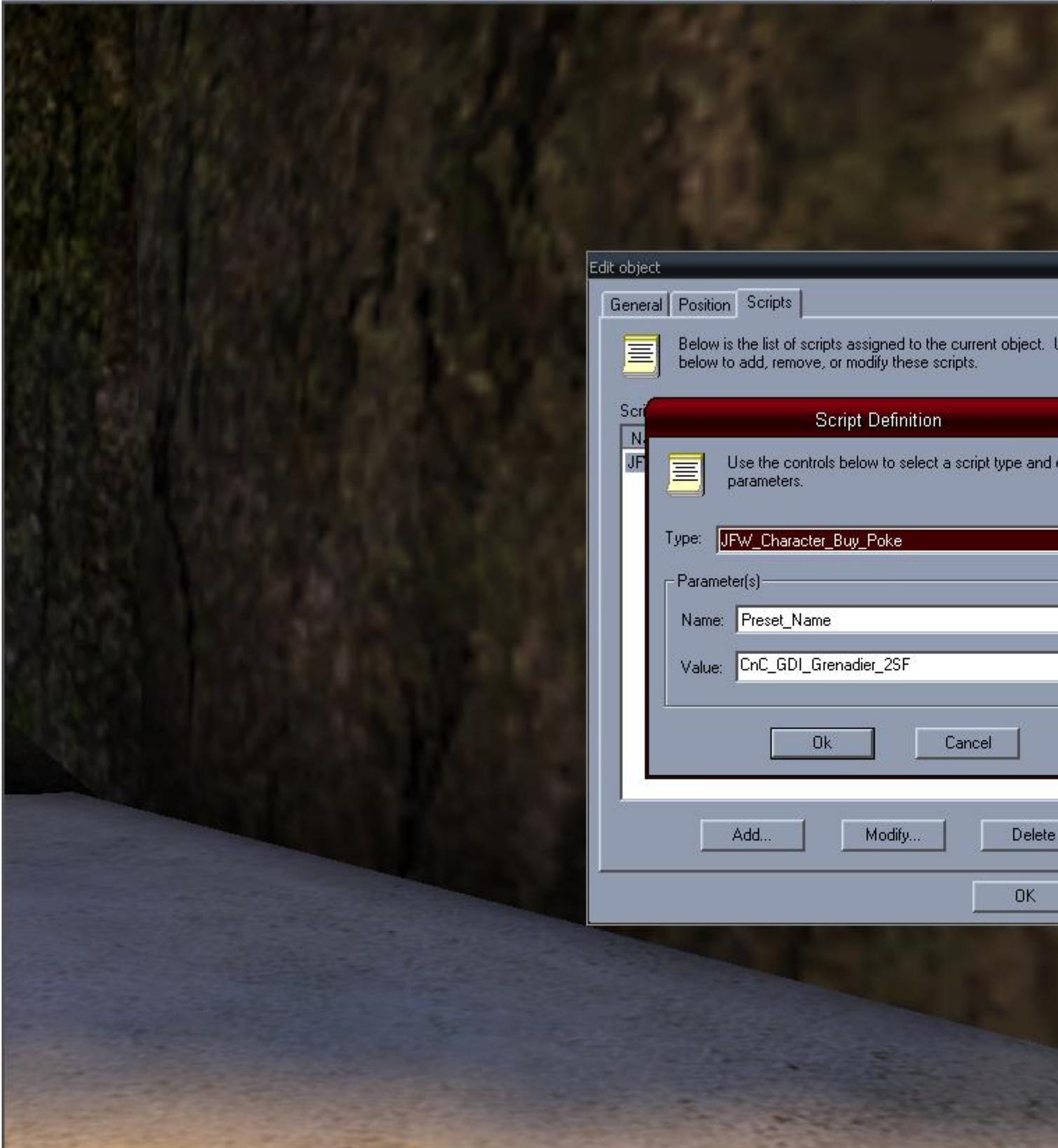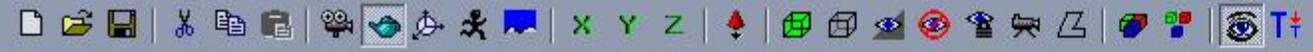| Name	Params
JFW_Character_Buy_P...	CnC_GDI_Grenadier_2SF,100,1

Add...   Modify...   Delete

OK

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

Ready

4) 4.JPG, downloaded 898 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report

Edit object

General   Position   Scripts

Below is the list of scripts assigned to the current object. U
below to add, remove, or modify these scripts.

Scr

N
JF

Script Definition

Use the controls below to select a script type and e
parameters.

Type: JFW_Character_Buy_Poke

Parameter(s)

Name: Preset_Name

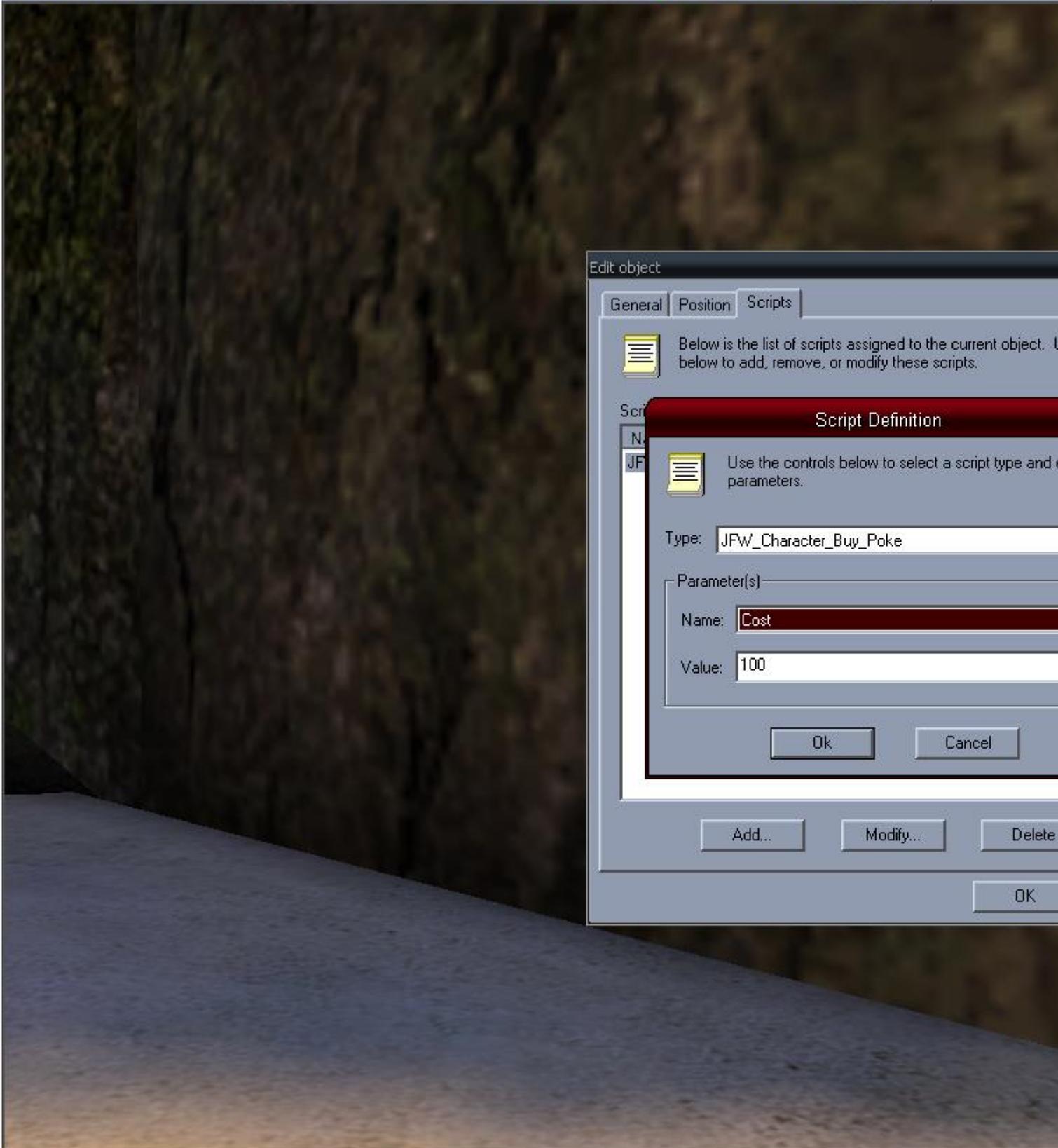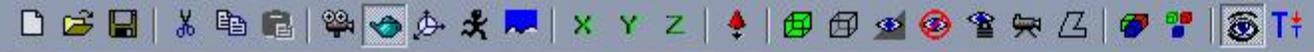Value: CnC_GDI_Grenadier_2SF

Ok   Cancel

Add...   Modify...   Delete

OK

TimeManager::Update: warning, frame 1027 was slow (8466 ms)
TimeManager::Update: warning, frame 1029 was slow (7366 ms)
TimeManager::Update: warning, frame 1030 was slow (7482 ms)

Ready

5) 5.JPG, downloaded 897 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets   Report

Edit object

General   Position   Scripts

Below is the list of scripts assigned to the current object. U
below to add, remove, or modify these scripts.

Scr

N-

JF

Script Definition

Use the controls below to select a script type and e
parameters.

Type: JFW_Character_Buy_Poke

Parameter(s)

Name: Cost

Value: 100

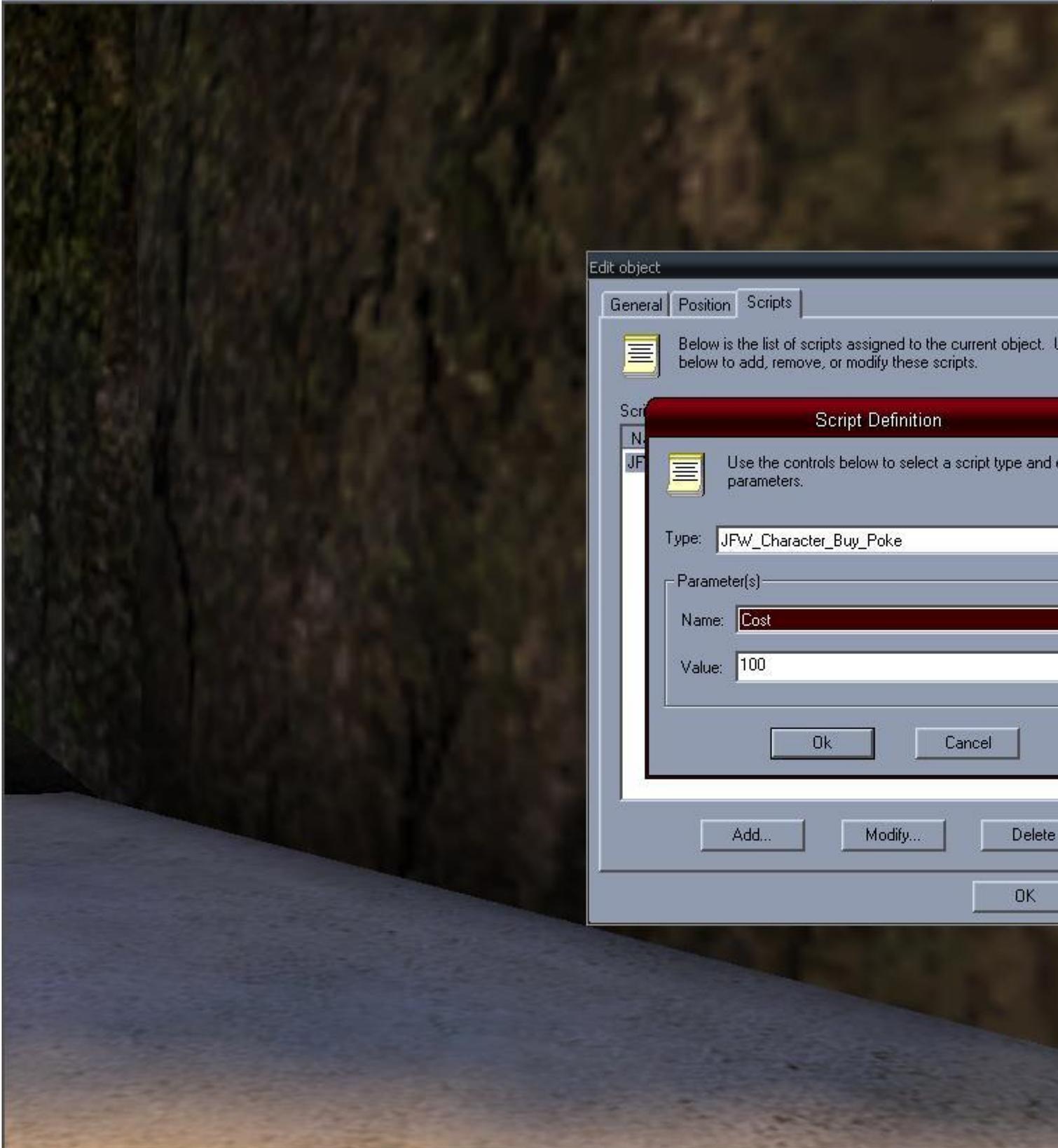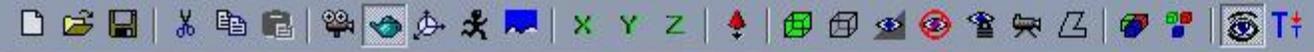Ok   Cancel

Add...   Modify...   Delete

OK

TimeManager::Update: warning, frame 1032 was slow (5136 ms)
TimeManager::Update: warning, frame 1033 was slow (9189 ms)
TimeManager::Update: warning, frame 1035 was slow (5201 ms)

Ready

6) 6.JPG, downloaded 891 times

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report

Edit object

General | Position | Scripts |

Below is the list of scripts assigned to the current object. U
below to add, remove, or modify these scripts.

Scri

N

JF

Script Definition

Use the controls below to select a script type and e
parameters.

Type: | JFW_Character_Buy_Poke |

Parameter(s)

Name: | Cost |

Value: | 100 |

| Ok | | Cancel |

| Add... | | Modify... | | Delete |

| OK |

TimeManager::Update: warning, frame 1032 was slow (5136 ms)
TimeManager::Update: warning, frame 1033 was slow (9189 ms)
TimeManager::Update: warning, frame 1035 was slow (5201 ms)

Ready