
Subject: Re: Please Help

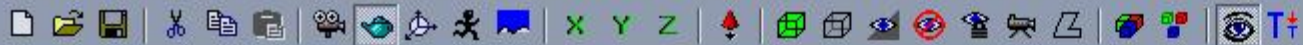
Posted by [ATdrag0N](#) on Sun, 05 Aug 2007 00:18:29 GMT

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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.1dd) them there there has originated in my Data folder purely done and renegade begun, however nothing happens.

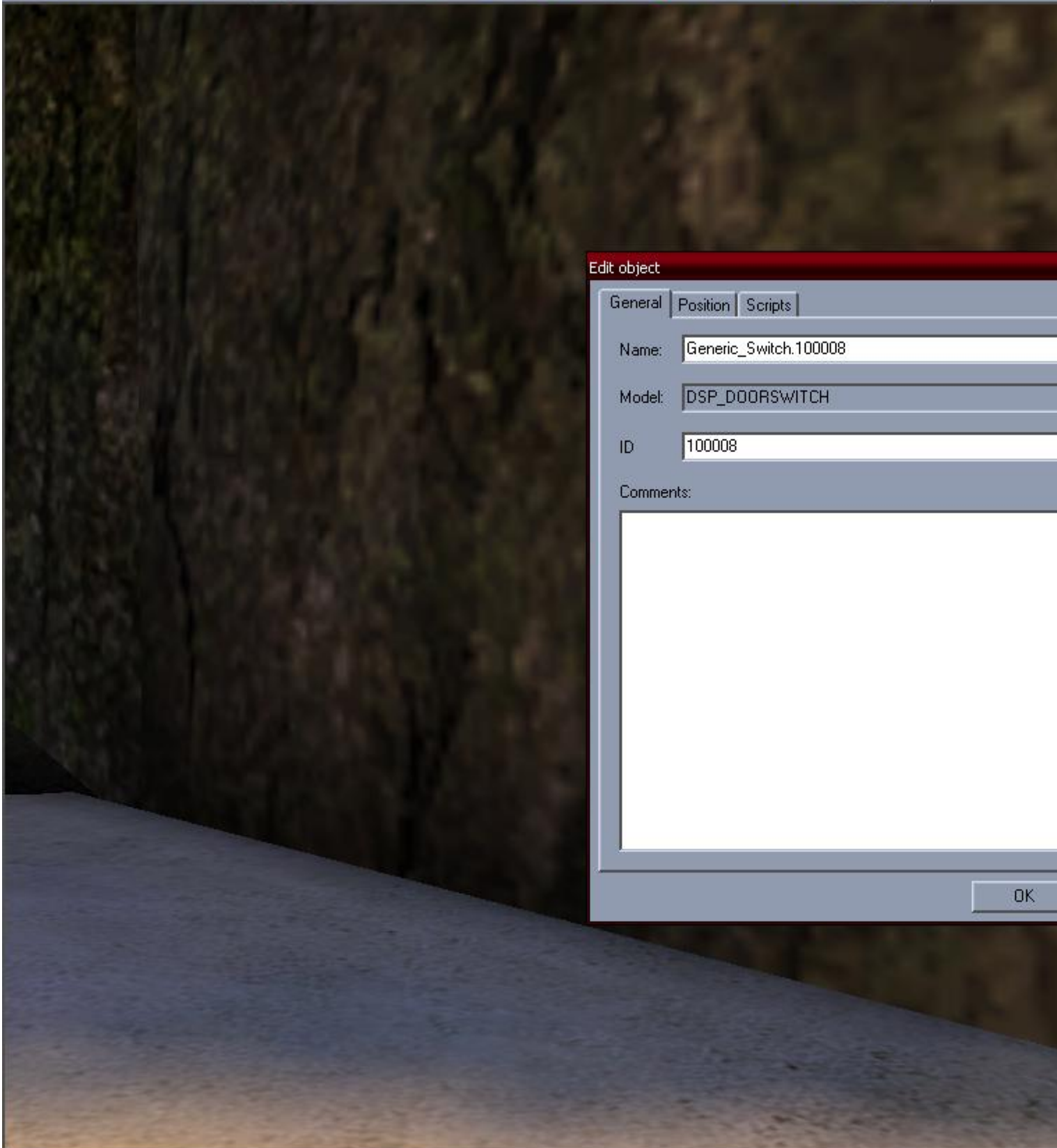
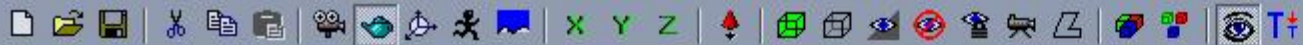
File Attachments

1) [1.JPG](#), downloaded 305 times



Selection set: palm_c-1.1551292 (VisObjectId = 411, VisSectorId = -1, CullLink = 229, Non-Occluder),
Picked model: DSP_DOORSWITCH
Selection set: Generic_Switch.100008 (VisObjectId = 2628,).

2) [2.JPG](#), downloaded 295 times



Edit object

General Position Scripts

Name: Generic_Switch.100008

Model: DSP_DOORSWITCH

ID: 100008

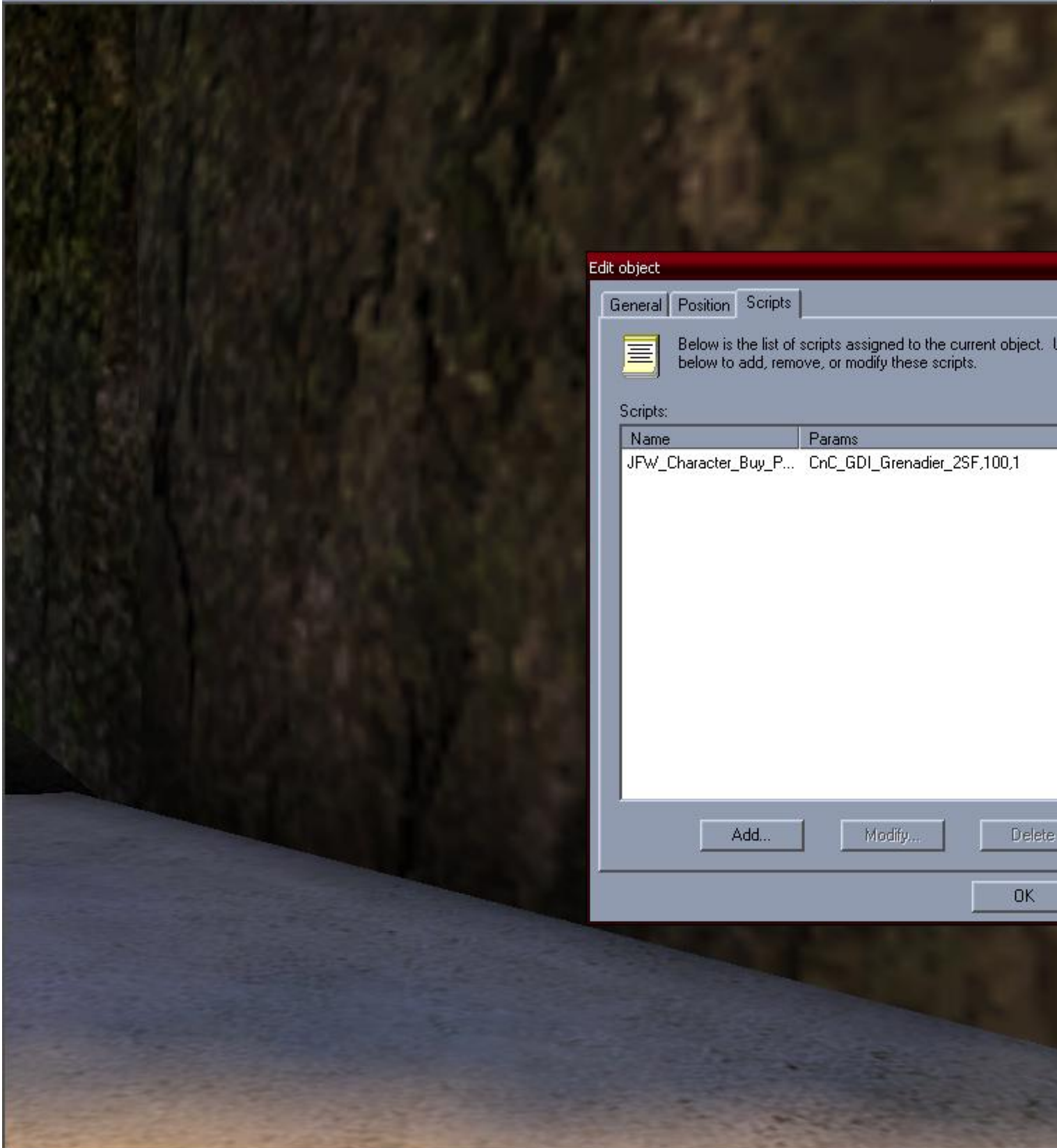
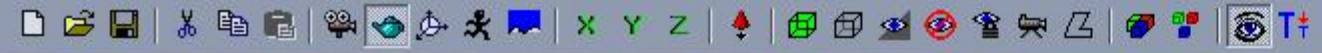
Comments:

Empty text area for comments

OK

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

3) [3.JPG](#), downloaded 288 times



Edit object

General Position Scripts



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

Scripts:

Name	Params
JFW_Character_Buy_P...	CnC_GDI_Grenadier_2SF,100,1

Add...

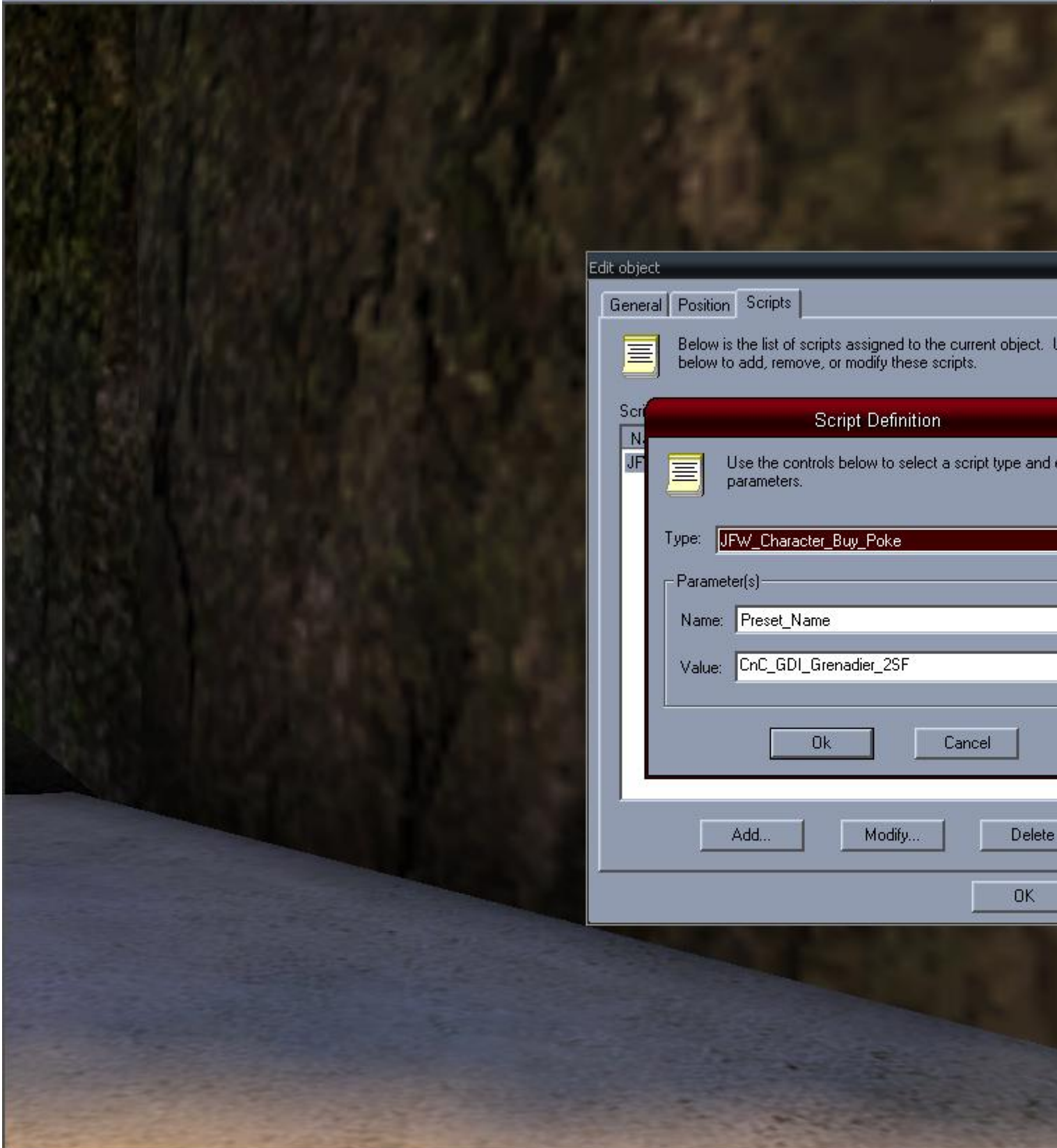
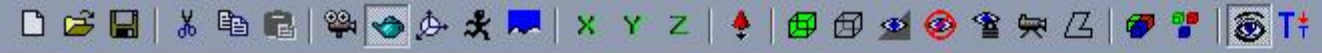
Modify...

Delete

OK

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

4) [4.JPG](#), downloaded 282 times



Dialog box: Edit object

General Position Scripts

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

Script Definition

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

Type: JFW_Character_Buy_Poke

Parameter(s)

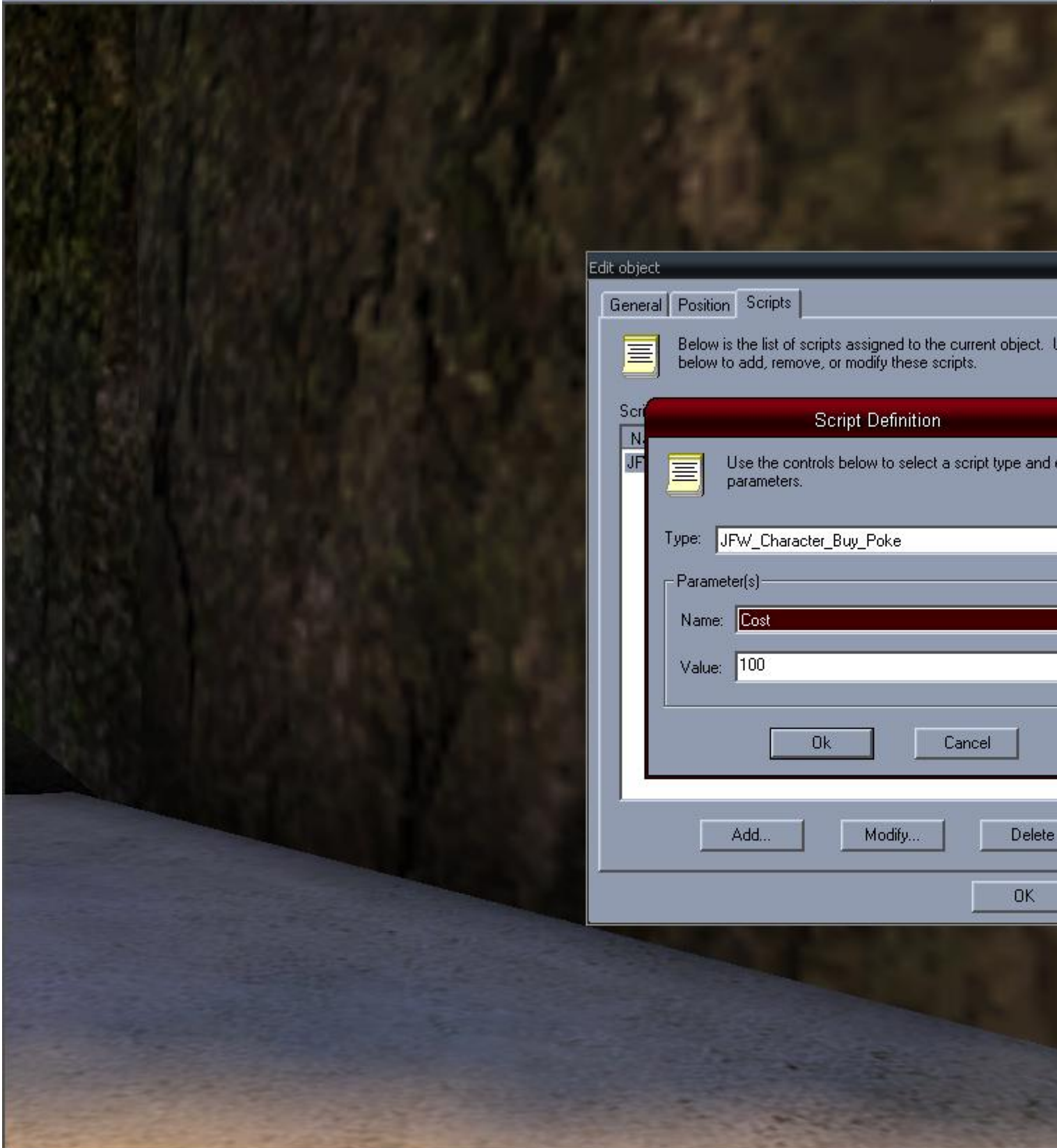
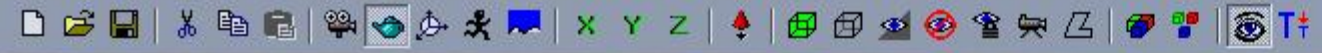
Name: Preset_Name

Value: CnC_GDI_Grenadier_2SF

Buttons: Add... Modify... Delete OK Cancel

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)

5) [5.JPG](#), downloaded 279 times



Edit object

General Position Scripts

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

Script Name

JFW

Script Definition

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

Type: JFW_Character_Buy_Poke

Parameter(s)

Name: Cost

Value: 100

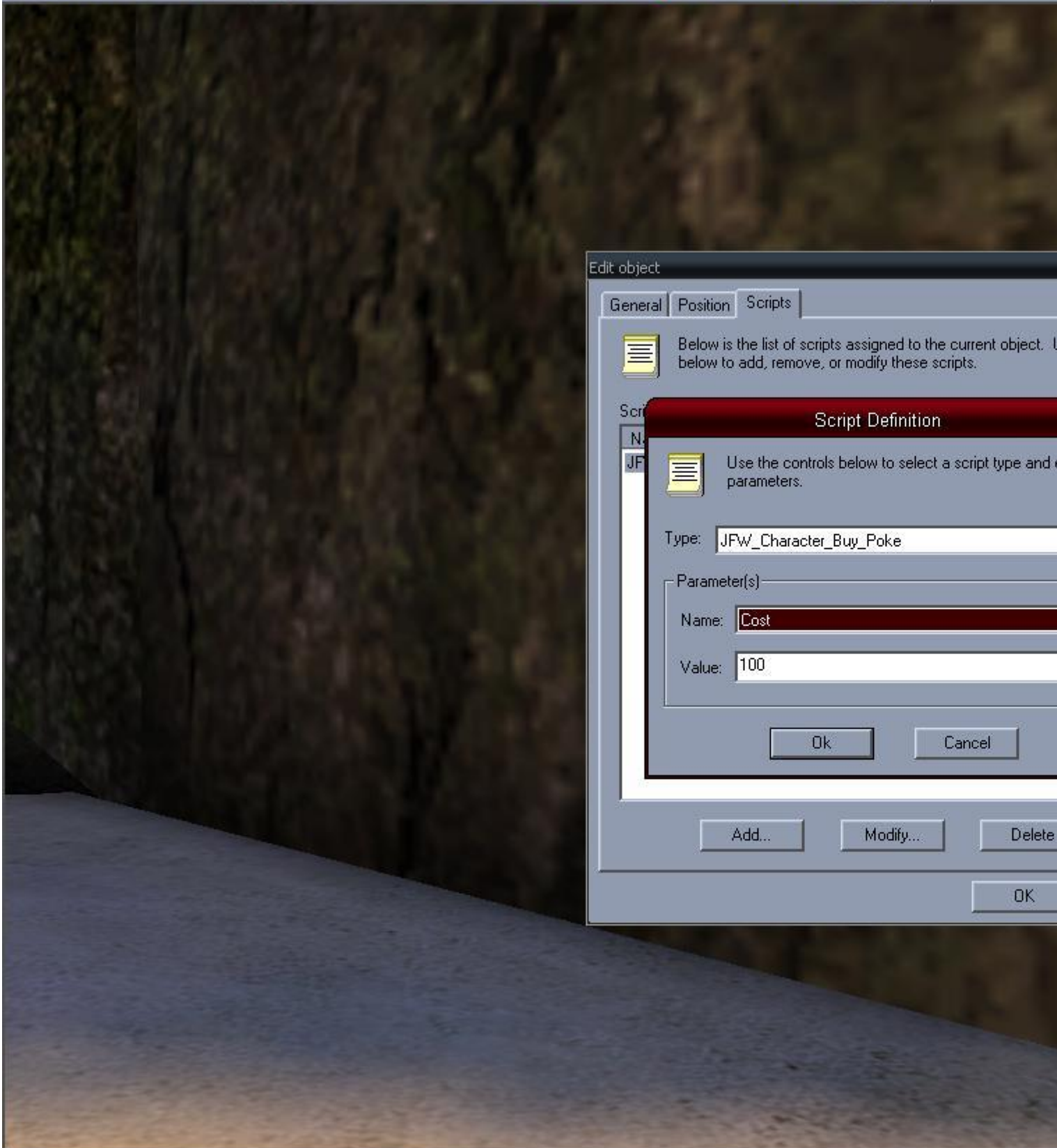
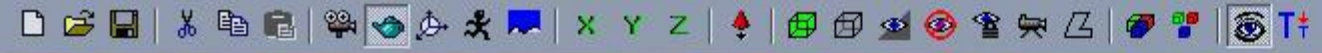
Ok Cancel

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)

6) [6.JPG](#), downloaded 279 times



Dialog box titled "Edit object" with tabs for "General", "Position", and "Scripts". The "Scripts" tab is active, showing a list of scripts and a "Script Definition" sub-dialog.

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

Script Name
JFW...

Script Definition

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

Type: JFW_Character_Buy_Poke

Parameter(s)

Name: Cost

Value: 100

Buttons: 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)