
Subject: Obelisk/Agt not firing
Posted by [Tunaman](#) on Wed, 16 Feb 2005 20:11:03 GMT
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I finished my first map, but for some reason my agt and ob aren't firing.
I read somewhere to make a folder called scripts, and put scripts.dll and scripts2.dll, but when I try to load up leveledit dev, it says it could not open scripts2.dll.
Anybody know what might be the problem?

Subject: Obelisk/Agt not firing
Posted by [Spice](#) on Wed, 16 Feb 2005 21:22:20 GMT
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Did you put the building controller in on the agt?

There is a folder in your mod package folder called scripts.

(C:/Program files/Renegade Public tools/Level Edit/ Your map folder)

Put the scripts files in there.

Subject: Obelisk/Agt not firing
Posted by [rm5248](#) on Wed, 16 Feb 2005 21:25:53 GMT
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I'm not sure, but you might not need the scripts2.dll

Subject: Obelisk/Agt not firing
Posted by [Slash0x](#) on Wed, 16 Feb 2005 22:32:36 GMT
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No, you just need to insert your scripts from your */Westwood/Renegade/ folder.

Subject: Obelisk/Agt not firing
Posted by [Spice](#) on Thu, 17 Feb 2005 04:20:41 GMT
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Not if you want to use them in leveledit.

Subject: Obelisk/Agt not firing

Posted by [laeubi](#) on Thu, 17 Feb 2005 08:27:25 GMT

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Put in: scripts.dll and if uf have these files: scripts2.dll, bhs.dll put them also in... and everything will goe fine

Subject: Obelisk/Agt not firing

Posted by [zunnie](#) on Thu, 17 Feb 2005 08:28:47 GMT

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Subject: Obelisk/Agt not firing

Posted by [laeubi](#) on Thu, 17 Feb 2005 08:34:26 GMT

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The AGT and Obelisk don't need any scripts at all! They are already setup in the preset tree, so don't bother about adding things to buildingcontroller, this might mess up things!
Just place the scripts in ur Modfolder\scripts and load up the Leveleditor.

Subject: Obelisk/Agt not firing

Posted by [zunnie](#) on Thu, 17 Feb 2005 10:51:15 GMT

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Ok, not for the AGT and Obelisk then. But for other buildings do this.
