Subject: New scripts.dll 2.1.2
Posted by shinevictim on Tue, 26 Apr 2005 21:53:42 GMT
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hey guys pretty new to updating renegade and jus wanna get educated on what I actually do with the three files. (bhs.dll; scripts.dll; Scrips2.dll)

Also when i download maps and put them into the 'data' folder of renegade they never seem to work. you guys know how to overcome this??

many thanks guys.

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Subject: New scripts.dll 2.1.2
Posted by spreegem on Tue, 26 Apr 2005 22:20:13 GMT
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Have you unzipped, or unrared the files you downloaded, or ran the executable if they are an executable. If you put the maps in your folder as a .zip or .rar they won't do anything, you have to unzip them, or unrar them first, then place the .mix or .pkg and any other files into your data folder. Ohh yeah, the scripts t.dll files are for when you are making mods or maps, or required when a map or mod use those scripts. I'm not quite sure what bhs.dll is for though.

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Subject: New scripts.dll 2.1.2
Posted by WNxCABAL on Tue, 26 Apr 2005 22:38:40 GMT
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BHS.dll, Scripts.dll and Scripts2.dll should all go in the C:\Westwood\Renegade Directory and NOT the Data directory.

BHS.dll is for the console commands. Made by Jonwil / BHS
Scripts.dll is in game scripts which give extra functionality. Made by Jonwil / BHS
Scripts2.dll is a renamed scripts.dll made by Westwood themselves. When you install Renegade 1.037 for the first time this file will be called scripts.dll. But in order for Fanmade scripts to work, this has to be renamed to scripts2.dll

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Subject: excellent
Posted by shinevictim on Tue, 26 Apr 2005 23:08:09 GMT
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thanks guys thats excellent they wer just  the dll files there were no executables. thats me sorted. many thanks

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