
Subject: what proggy do u use
Posted by [nopic01](#) on Fri, 01 Jul 2005 22:27:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

what proggy do u use for makeing renegade mods?
scripts.dll/objects.dbb
etc
can u post a dl link 2 plz

Subject: Re: what proggy do u use
Posted by [Oblivion165](#) on Fri, 01 Jul 2005 22:33:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://oblivion.darev.co.uk/files/RenInstall.html>

Subject: Re: what proggy do u use
Posted by [nopic01](#) on Tue, 05 Jul 2005 22:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

why cant i open my scripts.dll/bhs.dll/scripts2.dll

Subject: Re: what proggy do u use
Posted by [=HT=T-Bird](#) on Tue, 05 Jul 2005 23:21:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

nopic01| wrote on Tue, 05 July 2005 17:29why cant i open my scripts.dll/bhs.dll/scripts2.dll
You'd need a tool like GNU objdump to open those man...

Subject: Re: what proggy do u use
Posted by [nopic01](#) on Thu, 07 Jul 2005 01:22:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

can sm1 fix my mod 4 me then
