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Subject: Scripts onto leveledit

Posted by [Fleetatks](#) on Fri, 15 Jul 2005 02:27:15 GMT

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How do i "install scripts" into level edit so it's in the list thing? heres why im asking, i want to the website to get the installer but it said like "not real website error" message thing. so does any1 know another website? plz and ty

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Subject: Re: Scripts onto leveledit

Posted by [reborn](#) on Fri, 15 Jul 2005 11:57:03 GMT

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After trying to decipher what you are saying I think you want to create a folder called scripts inside your mod package folder in your level edit directory. Then add scripts.dll, bhs.dll and scripts2.dll from the latest BHS release inside that folder. Then you can attach scripts to objects inside level edit.

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Subject: Re: Scripts onto leveledit

Posted by [Fleetatks](#) on Fri, 15 Jul 2005 18:11:00 GMT

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Also, why does it that when you load your .lvl on level edit after u saved it and took a brake the terrain doesnt show up or its all white?

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Subject: Re: Scripts onto leveledit

Posted by [danpaul88](#) on Fri, 15 Jul 2005 22:02:50 GMT

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the program stops rendering the textures if its inactive, I presume its intended to stop it hogging computer resources while you do something else...

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