

---

Subject: How do you Install Scripts 2.8

Posted by [Mitax](#) on Mon, 03 Jul 2006 18:58:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ok, So I have downloaded Scripts 2.8 but theres so many files in there, I don't know what to do with them, extract ALL of them into my c:/westwood/renegeadefds/server directory? or what

---

---

Subject: Re: How do you Install Scripts 2.8

Posted by [Whitedragon](#) on Mon, 03 Jul 2006 19:50:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If you've never installed scripts.dll on the server before do the following:

1. Rename the existing scripts.dll on the server to scripts2.dll.
  2. Unzip bhs.dll and scripts.dll from the zip and place them in your server folder.
- 

---

Subject: Re: How do you Install Scripts 2.8

Posted by [Mitax](#) on Mon, 03 Jul 2006 19:57:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

118 Files Wasted Like That? What am I suppost to do with 118 Files in scripts28.zip

[img=http://img437.imageshack.us/img437/6196/scripts3vv.th.jpg]

#### File Attachments

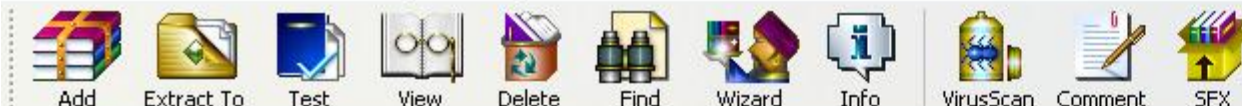
---

1) [scripts.JPG](#), downloaded 159 times

---

scripts28.zip - WinRAR (evaluation copy)

File Commands Tools Favorites Options Help



scripts28.zip - ZIP archive, unpacked size 9,328,912 bytes

| Name                | Size      | Packed  | Type                  | Modified          | CRC32    |
|---------------------|-----------|---------|-----------------------|-------------------|----------|
| patcher             | 16,227    | 7,214   | File                  | 6/23/2006 9:13... | 33595760 |
| patcher.c           | 6,049     | 2,703   | File c                | 5/27/2006 10:2... | CC0BACA9 |
| r.ico               | 2,238     | 1,145   | Icon                  | 2/4/2005 8:08 AM  | 5407FC3E |
| ra2.cpp             | 23,119    | 3,648   | File cpp              | 6/23/2006 9:07... | 624CE570 |
| ra2.h               | 3,876     | 887     | File h                | 3/5/2006 7:07 PM  | 1CC2810B |
| readme.txt          | 196,658   | 41,251  | Text Document         | 6/23/2006 7:29... | 95A2AB4B |
| Readme10.txt        | 3,700     | 1,328   | Text Document         | 11/5/2005 3:02... | 3DE2ADED |
| Readme11.txt        | 2,032     | 465     | Text Document         | 11/5/2005 3:02... | 4B000B0F |
| Readme12.txt        | 2,559     | 776     | Text Document         | 11/5/2005 3:00... | 52F313A3 |
| Readme13.txt        | 1,415     | 324     | Text Document         | 11/5/2005 2:46... | 8DEC55B1 |
| readme14.txt        | 15,582    | 2,709   | Text Document         | 1/22/2006 10:0... | 5167E5EF |
| readme15.txt        | 2,558     | 690     | Text Document         | 6/1/2006 7:13 PM  | 9F23D7AE |
| readme16.txt        | 10,053    | 2,500   | Text Document         | 6/23/2006 7:34... | 26845B7B |
| Readme2.txt         | 4,872     | 1,723   | Text Document         | 11/20/2005 12:... | D2365471 |
| Readme3.txt         | 5,596     | 1,737   | Text Document         | 11/19/2005 8:4... | 876531EC |
| Readme4.txt         | 40,170    | 10,009  | Text Document         | 3/6/2006 2:38 PM  | C905BC1E |
| Readme5.txt         | 13,807    | 5,029   | Text Document         | 1/29/2006 7:18... | 15255304 |
| Readme6.txt         | 6,828     | 1,152   | Text Document         | 11/19/2005 9:0... | 73D20E2D |
| Readme7.txt         | 8,420     | 1,929   | Text Document         | 11/17/2005 6:5... | F5D5196A |
| Readme8.txt         | 19,650    | 5,062   | Text Document         | 11/11/2005 6:4... | 1E1A9490 |
| Readme9.txt         | 17,494    | 2,249   | Text Document         | 11/5/2005 3:04... | 977B5F98 |
| reborn.cpp          | 34,108    | 4,909   | File cpp              | 6/23/2006 9:07... | 2660C83E |
| reborn.h            | 4,310     | 977     | File h                | 6/23/2006 9:07... | F2505E71 |
| renalert.cpp        | 66,041    | 13,482  | File cpp              | 6/23/2006 6:31... | 3903A740 |
| renalert.h          | 8,916     | 1,721   | File h                | 3/5/2006 7:07 PM  | F6586154 |
| renalert2.cpp       | 23,057    | 4,994   | File cpp              | 6/23/2006 6:31... | 44E1FE8D |
| renalert2.h         | 4,066     | 1,095   | File h                | 6/23/2006 9:07... | 82B9E6F3 |
| resource.h          | 768       | 313     | File h                | 2/5/2005 7:54 PM  | F052B5F7 |
| scriptfactory.cpp   | 1,231     | 582     | File cpp              | 6/23/2006 9:07... | 448652BB |
| scriptregistrar.cpp | 2,135     | 747     | File cpp              | 3/5/2006 7:02 PM  | B17AEB92 |
| scripts-RH73.so     | 2,614,859 | 601,081 | File so               | 6/24/2006 8:08... | 6326271C |
| scripts-RH8.so      | 2,660,086 | 660,637 | File so               | 6/24/2006 8:08... | FA8C77F5 |
| scripts.cpp         | 7,689     | 2,346   | File cpp              | 6/23/2006 7:16... | 53AFDA4E |
| scripts.dll         | 811,008   | 247,528 | Application Extension | 6/24/2006 8:03... | 972B1594 |
| scripts.h           | 46,189    | 9,103   | File h                | 4/25/2006 9:23... | 2CCA574E |
| scripts.sln         | 1,475     | 402     | File sln              | 3/12/2006 6:15... | 79E78438 |
| scripts.vcproj      | 10,678    | 1,740   | File vcproj           | 6/23/2006 7:02... | B5CF452C |
| scud.cpp            | 31,574    | 3,925   | File cpp              | 3/5/2006 7:02 PM  | BC70ACBD |
| scud.h              | 5,582     | 985     | File h                | 3/5/2006 7:08 PM  | 6DA91298 |
| shawk.cpp           | 2,176     | 878     | File cpp              | 3/5/2006 7:02 PM  | CF7703F9 |
| shawk.h             | 1,102     | 535     | File h                | 3/5/2006 7:08 PM  | 085D02AA |
| survival.cpp        | 26,332    | 5,922   | File cpp              | 3/5/2006 7:02 PM  | 450425E9 |
| survival.h          | 3,550     | 913     | File h                | 3/5/2006 7:08 PM  | 84730372 |
| tda.cpp             | 18,227    | 3,203   | File cpp              | 3/5/2006 7:02 PM  | BB40506B |
| tda.h               | 8,065     | 2,301   | File h                | 3/5/2006 7:08 PM  | 346739F1 |
| tfx.cpp             | 2,838     | 882     | File cpp              | 3/5/2006 7:02 PM  | 4C3ADA5C |
| tfx.h               | 923       | 499     | File h                | 3/5/2006 7:08 PM  | 92ADD9AE |

Subject: Re: How do you Install Scripts 2.8  
Posted by [Goztow](#) on Mon, 03 Jul 2006 20:34:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

they are of use to people that mod Renegade

---

Subject: Re: How do you Install Scripts 2.8  
Posted by [dal11](#) on Wed, 05 Jul 2006 01:51:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If you just want to update the scripts when using rentools use the same procedure? And if so what do you do with the current scripts2 file?

---

Subject: Re: How do you Install Scripts 2.8  
Posted by [Goztow](#) on Wed, 05 Jul 2006 06:47:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You always keep your scripts2.dll as that's your original renegade scripts. you just need to replace scripts.dll and bhs.dll when you update.

---