
Subject: how do you attach scripts?

Posted by [Anonymous](#) on Thu, 02 Jan 2003 14:11:00 GMT

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i'm trying to make a chinook paradrop and i think the string is M10_Chinook_ParaDrop but how do i attach the string to the chinook? the i double click it click the scripts tab but then there's a bunch of dropdown boxes and i can't type anything in them. Can somebody please go step by step and tell me what to add in the boxes or if sumone is feeling really kind can u actually tell me what strings to attach and everythinthans in advance [January 02, 2003, 21:20: Message edited by: SOSToasty]

Subject: how do you attach scripts?

Posted by [Anonymous](#) on Thu, 02 Jan 2003 16:00:00 GMT

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Strings have nothing to do with it, it is all cinematics, I can setup your script and tell you how to make the cinematic fire off if you tell me what you want the chopper to do.

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Posted by [Anonymous](#) on Thu, 02 Jan 2003 19:06:00 GMT

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woah thanks dude. What do strings do then? I was just messing round trying to learn some new stuff. I wanted to get a chinook to drop off something like an apc or med tank

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Posted by [Anonymous](#) on Thu, 02 Jan 2003 19:18:00 GMT

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Do you mean scripts? Because, scripts are what the script tab is for. And, in order to use scripts, you have to copy the script.dll file from your Renegade directory, and place it in a folder titled Scripts in your Mod folder.

Subject: how do you attach scripts?

Posted by [Anonymous](#) on Thu, 02 Jan 2003 21:19:00 GMT

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woops yeah i mean scripts lol soz. So how do i do the stuff above?
