Subject: Single-Player Crash
Posted by TSS888 on Sun, 28 Jan 2007 05:01:43 GMT
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Can anyone please tell me where I can find the original scripts which came with renegade? I have the sudden urge to play the single player campaign all over again. This is because it crashes with the custom scripts.

Subject: Re: Single-Player Crash
Posted by Veyrdite on Sun, 28 Jan 2007 05:13:46 GMT
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strange

Subject: Re: Single-Player Crash
Posted by Jerad2142 on Sun, 28 Jan 2007 06:31:03 GMT
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dthdealer wrote on Sat, 27 January 2007 22:13strange
+ one script for dthdealer.

Seriously now it is Scripts2.dll just rename it Scripts.dll and you are set.

Subject: Re: Single-Player Crash
Posted by Veyrdite on Sun, 28 Jan 2007 07:19:54 GMT
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mine seems to work with both.
Quote:+ one script for dthdealer.
?

Subject: Re: Single-Player Crash
Posted by Jerad2142 on Sun, 28 Jan 2007 07:56:31 GMT
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dthdealer wrote on Sun, 28 January 2007 00:19mine seems to work with both.
Quote:+ one script for dthdealer.
?

Funny, thats a typo, I meant to say + one message count for dthdealer.

Subject: Re: Single-Player Crash
Posted by TD on Sun, 28 Jan 2007 12:40:08 GMT
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Jerad Gray wrote on Sun, 28 January 2007 08:56dthdealer wrote on Sun, 28 January 2007
00:19mine seems to work with both.
Quote:+ one script for dthdealer.
?

Funny, thats a typo, I meant to say + one message count for dthdealer.

Subject: Re: Single-Player Crash
Posted by Jerad2142 on Sun, 28 Jan 2007 17:20:39 GMT
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TD wrote on Sun, 28 January 2007 05:40Jerad Gray wrote on Sun, 28 January 2007
08:56dthdealer wrote on Sun, 28 January 2007 00:19mine seems to work with both.
Quote:+ one script for dthdealer.
?

Funny, thats a typo, I meant to say + one message count for dthdealer.

Wow, well anyways (in a kind of scared voice), so scripts2.dll is the original scripts file.

Subject: Re: Single-Player Crash
Posted by TD on Sun, 28 Jan 2007 18:08:06 GMT
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Jerad Gray wrote on Sun, 28 January 2007 18:20TD wrote on Sun, 28 January 2007 05:40Jerad
Gray wrote on Sun, 28 January 2007 08:56dthdealer wrote on Sun, 28 January 2007 00:19mine
seems to work with both.
Quote:+ one script for dthdealer.
?

Funny, thats a typo, I meant to say + one message count for dthdealer.

Wow, well anyways (in a kind of scared voice), so scripts2.dll is the original scripts file.
OMG NOBFASE j/k

Rename Scripts2.dll to Scripts.dll and it should be all fine.

Subject: Re: Single-Player Crash
Posted by Jerad2142 on Mon, 29 Jan 2007 02:53:30 GMT
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Jerad Gray wrote on Sat, 27 January 2007 23:31Seriously now it is Scripts2.dll just rename it
Scripts.dll and you are set.

Am I getting an echo is is there something wrong with my computer?

TD wrote on Sun, 28 January 2007 11:08
Rename Scripts2.dll to Scripts.dll and it should be all fine.

Subject: Re: Single-Player Crash
Posted by TD on Mon, 29 Jan 2007 09:07:04 GMT
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Jerad Gray wrote on Mon, 29 January 2007 03:53Jerad Gray wrote on Sat, 27 January 2007
23:31Seriously now it is Scripts2.dll just rename it Scripts.dll and you are set.

Am I getting an echo is is there something wrong with my computer?

TD wrote on Sun, 28 January 2007 11:08
Rename Scripts2.dll to Scripts.dll and it should be all fine.

It was an error

Subject: Re: Single-Player Crash
Posted by nopol10 on Mon, 29 Jan 2007 09:07:51 GMT
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Does 2.9.1 work?

Subject: Re: Single-Player Crash
Posted by TD on Mon, 29 Jan 2007 09:11:10 GMT
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nopol10 wrote on Mon, 29 January 2007 10:07Does 2.9.1 work?
Yes, it had less errors, but less functionality than the 3.0 series. (2.9.2 works also)

Subject: Re: Single-Player Crash
Posted by Jerad2142 on Mon, 29 Jan 2007 14:31:38 GMT
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In the end you probably should just convert it back to the original scripts.dll if playing single player until the next scripts package release and then you should test it again and see what bugs have been added/removed.