Subject: Teleporting help
Posted by thirsty42 on Sat, 28 Apr 2007 23:32:58 GMT
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I have tried to make it so i can put teleporters in map but i CAN NOT FIGURE IT OUT. I have installed the scripts(it is probably wrong but i can't fix it)alot of times but whenever i go to the scripts thing to add the teleport there is nothing on the list. I followed the tut on ren help, my friend has tried to help me but still nothing. I really need some help.

If i have made something not clear please tell me.

Subject: Re: Teleporting help
Posted by danpaul88 on Sat, 28 Apr 2007 23:35:54 GMT
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Create a folder called Scripts in your Level Edit projects file (Level Edit/myproject/Scripts) and copy bhs.dll, scripts.dll, scripts2.dll, shaders.dll and d3d8.dll from your Renegade folder into this new folder.

Subject: Re: Teleporting help
Posted by thirsty42 on Sat, 28 Apr 2007 23:42:20 GMT
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I tried that. It didn't work. I am pretty sure those are the right scripts. Do they have to be installed on ren? Cause they're not.

Subject: Re: Teleporting help
Posted by danpaul88 on Sat, 28 Apr 2007 23:47:54 GMT
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If your using Jonwil's updated level editor they should be installed on renegade and you do not need the scripts folder in your level edit project folder.

Oh, and if you don't have them installed on your renegade you wouldn't be able to test your map/mod anyway

EDIT: You have to restart LE after copying the files for them to showup I think.

Subject: Re: Teleporting help
Posted by thirsty42 on Sun, 29 Apr 2007 00:37:54 GMT
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I am using Jonwil's updated level editor. Which is another reason i am so confused.

Subject: Re: Teleporting help
Posted by zunnie on Sun, 29 Apr 2007 00:46:22 GMT
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thirsty42 wrote on Sat, 28 April 2007 20:37I am using Jonwil's updated level editor. Which is another reason i am so confused.

That one loads the dll files directly from the game-dir if im not mistaken. So the dll's must be in your game folder as well..

Subject: Re: Teleporting help
Posted by thirsty42 on Sun, 29 Apr 2007 01:19:08 GMT
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zunnie wrote on Sat, 28 April 2007 19:46thirsty42 wrote on Sat, 28 April 2007 20:37I am using Jonwil's updated level editor. Which is another reason i am so confused.

That one loads the dll files directly from the game-dir if im not mistaken. So the dll's must be in your game folder as well..

Really? Cause it works for my friend and he is running 2.9.
I tried to install the latest scripts but when I did ren wouldn't start.

Subject: Re: Teleporting help
Posted by zunnie on Sun, 29 Apr 2007 14:15:59 GMT
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http://www.game-maps.net/index.php?action=file&id=603

Get 2.9

Subject: Re: Teleporting help
Posted by Genesis2001 on Mon, 30 Apr 2007 15:00:45 GMT
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teleporters are fun to use..Quite easy, did you try this tutorial?

-MathK1LL

Subject: Re: Teleporting help
Posted by thirsty42 on Mon, 30 Apr 2007 22:00:00 GMT
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MathK1LL wrote on Mon, 30 April 2007 10:00teleporters are fun to use..Quite easy, did you try this tutorial?

-MathK1LL
Yes I have tried that tutorial. I said that in my first post.

Subject: Re: Teleporting help
Posted by thirsty42 on Mon, 30 Apr 2007 22:48:36 GMT
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Well I just got 3.2.2, updated the scripts folder in my mod folder and it still doesn't work. I really have no clue,

---

Subject: Re: Teleporting help
Posted by Genesis2001 on Mon, 30 Apr 2007 23:13:10 GMT
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:/ Which did you use? the location version or the object id version? (Hint: The object ID version is easier to learn.)

To make this work, you'll need to make a scripts folder inside your mod folder.

1. You need the Object ID of the object you wish to teleport to.
   a) Place an object where you want to teleport to (Use "Dave's Arrow"; also place the arrow a bit off the ground to avoid being stuck in the ground when you teleport)
   b) Double click it and get the object ID. (Write this down!! Example: 11203)

2. Next, go to where you want the teleporter.
   a) Place a ScriptZone_All where you want the trigger to be where you teleport.
   b) Double click it and go to the Scripts tab. Add/Attach the script TDA_Teleport_Zone
   c) Parameters:
     -Name: "Object ID"
     -Value: "11203" (or the ID from 1b)

There ya go!

-Thanks,
MathK1LL

Subject: Re: Teleporting help
Posted by thirsty42 on Mon, 30 Apr 2007 23:17:32 GMT
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That is not my problem. My problem is when I go to the scripts list to make it a teleporter the list is blank.

Subject: Re: Teleporting help
Posted by Genesis2001 on Mon, 30 Apr 2007 23:31:31 GMT
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Then....You didnt make the 'scripts' folder inside your mod folder.
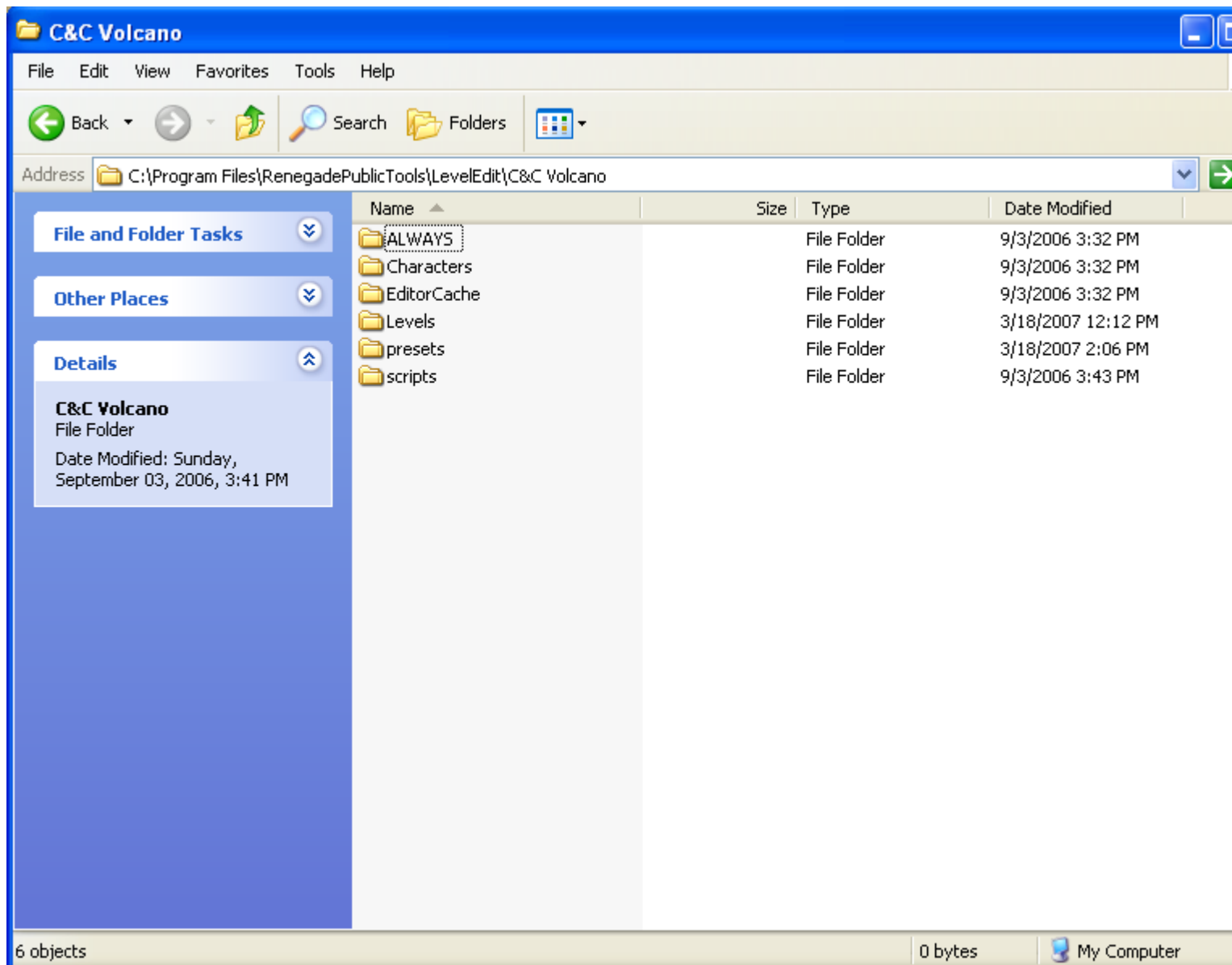

see attached image

-Thanks,
MathK1LL

EDIT #1: I only have scripts.dll and scripts2.dll inside the scripts folder.

EDIT #2: Also, The "C&C Volcano" part is supposed be your mod folder...

File Attachments
1) LE.PNG, downloaded 309 times

Subject: Re: Teleporting help
Posted by thirsty42 on Mon, 30 Apr 2007 23:41:25 GMT
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Look at the file attached. It looks right but maybe it is wrong.

Subject: Re: Teleporting help
Posted by Genesis2001 on Mon, 30 Apr 2007 23:44:04 GMT
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Ummm....? What file?

-MathK1LL

Subject: Re: Teleporting help
Posted by zunnie on Mon, 30 Apr 2007 23:45:51 GMT
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Take out the space and the & sign..

Subject: Re: Teleporting help
Posted by thirsty42 on Mon, 30 Apr 2007 23:45:59 GMT
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Is that wrong?

Subject: Re: Teleporting help
Posted by Genesis2001 on Tue, 01 May 2007 00:27:46 GMT
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If scripts.dll and scripts2.dll are in the 'scripts' folder, then yes...

* Note: If you put the DLLs inside the 'scripts' folder whilst LE was open...Restart LE if you haven't already.

-Thanks,
MathK1LL

Subject: Re: Teleporting help
Posted by thirsty42 on Tue, 01 May 2007 01:09:19 GMT
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Yes they are in the scripts folder.
So is there anything else to do? I mean it seems like everything is right.

Subject: Re: Teleporting help
Posted by Genesis2001 on Tue, 01 May 2007 01:24:35 GMT

MathK1LL wrote on Mon, 30 April 2007 18:27* Note: If you put the DLLs inside the 'scripts' folder whilst LE was open...Restart LE if you haven't already.

If you did that, then yes...everything is right. If you don't see the scripts list still, try restarting LE.

-MathK1LL

Subject: Re: Teleporting help
Posted by thirsty42 on Tue, 01 May 2007 02:24:34 GMT

Well is there anywhere I could like download a correct mod folder or something?

Subject: Re: Teleporting help
Posted by zunnie on Tue, 01 May 2007 02:33:54 GMT

Use the original leveledit.exe

Subject: Re: Teleporting help
Posted by thirsty42 on Tue, 01 May 2007 02:42:46 GMT

I just tried the original level edit application and it still doesn't work. *sigh* Maybe it is me.

Subject: Re: Teleporting help
Posted by thirsty42 on Tue, 01 May 2007 15:19:22 GMT

Bump

Subject: Re: Teleporting help
Posted by Oblivion165 on Tue, 01 May 2007 20:41:39 GMT

I found this file on one of my old post, it should get you where you need to be:

http://www.renegadeforums.com/index.php?t=getfile&id=1020&rid=996

EDIT:
Assuming you have Jonwil's Leveledit installed:

http://www.renhelp.net/downloads/LevelEdit_Jonwil.zip

EDIT2:

And that you have the latest scripts:

http://4camp.net/scripts322.exe

Subject: Re: Teleporting help
Posted by thirsty42 on Tue, 01 May 2007 22:40:16 GMT
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Well that teleport example thing you posted didn't really work cause there is still nothing in the list.
Does it matter where ren public tools is saved? Like does it have to be in Renegade or
Westwood? The only way I can think that this will work for me is if someone sends me a correct
mod folder.

Subject: Re: Teleporting help
Posted by Genesis2001 on Tue, 01 May 2007 23:01:03 GMT
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it doesnt matter where LE is installed. It only matters that you have scripts.dll and scripts2.dll
inside a folder named 'scripts' inside your mod folder.... :/

-MathK1LL

Subject: Re: Teleporting help
Posted by thirsty42 on Tue, 01 May 2007 23:04:54 GMT
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Oh. Then I am completely clueless on what to do

Subject: Re: Teleporting help
Posted by Oblivion165 on Wed, 02 May 2007 00:12:34 GMT
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Install those scripts, then replace the original leveledit.exe with the version made by jonwil.

Load leveledit, it will now read all the scripts directly out of the renegade folder so there is no need to copy/paste them in mod packages anymore.

Load the map in LE and look at the script zones to see what i did with them to make them work.

Subject: Re: Teleporting help
Posted by thirsty42 on Wed, 02 May 2007 03:10:19 GMT
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Ok I don't know if this matters or now but when I open that map in Level Edit it says this.
And I did what you said and the list is STILL BLANK. This stuff is not working and I am wondering if there is anything to do to fix this.

Subject: Re: Teleporting help
Posted by Oblivion165 on Wed, 02 May 2007 03:51:14 GMT
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Several things can cause this

1. Are you using the first decade edition of renegade?
2. Did you copy the entire folder into your leveledit directory?
3. Renegade regkeys are not installed properly (fix with clean install)
4. Did you try to open the map from another location other than your leveledit directory?

I did check this example level and it works fine, we will get you setup just put up with up for awhile.

Subject: Re: Teleporting help
Posted by Canadacdn on Wed, 02 May 2007 04:34:31 GMT
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thirsty42 wrote on Tue, 01 May 2007 22:10Ok I don't know if this matters or now but when I open that map in Level Edit it says this.
And I did what you said and the list is STILL BLANK. This stuff is not working and I am wondering if there is anything to do to fix this.

Oh no! The traffic light of death! Your map is FUCKED!

Subject: Re: Teleporting help

Posted by Zion on Wed, 02 May 2007 07:46:47 GMT
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Basicly put, that "Missing Presets" error is saying "Your map contains presets that i can't find the presets tree (large area to the right). Please select the location of these presets or do without them." Unless these presets mean alot to you it's not much to worry about since it will most likely not work ingame anyway.

In order to let me help you i need to know a few things:
1. Are you running Renegade from The First Decade game pack?
2. Have you attempted to reinstall Renegade Public Tools 2 to its default directory?
3. Is the registry key for LE to gain what it needs from the game correct? (by default, with TFD it isn't, it will need manually changing. Go here for a tut on how to fix that. The line that looks like this: (C:Program FilesEA GamesCommand and Conquer The First DecadeCommand and Conquer Renegade(tm)Renegade) should be like this: (C:\Program Files\EA Games\Command and Conquer The First Decade\Command and Conquer Renegade(tm)\Renegade\))

With these we can pinpoint more of an answer to your issue rather than shooting in the dark on trying to find your problems.

Subject: Re: Teleporting help
Posted by Jerad2142 on Wed, 02 May 2007 13:23:55 GMT
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Chances are you made a new preset, placed it on the map, and saved, and quit without saving the presets. All you need to do is remake the presets with the same name.

Subject: Re: Teleporting help
Posted by thirsty42 on Wed, 02 May 2007 22:07:23 GMT
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Merovingian wrote on Wed, 02 May 2007 02:46Basicly put, that "Missing Presets" error is saying "Your map contains presets that i can't find the presets tree (large area to the right). Please select the location of these presets or do without them." Unless these presets mean alot to you it's not much to worry about since it will most likely not work ingame anyway.

In order to let me help you i need to know a few things:
1. Are you running Renegade from The First Decade game pack?
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With these we can pinpoint more of an answer to your issue rather than shooting in the dark on

---

trying to find your problems.

1. Probably. I am not completely sure though.
2. No but I will try that.
3. I did that and it still doesn't work.

Subject: Re: Teleporting help
Posted by Oblivion165 on Wed, 02 May 2007 23:23:32 GMT
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If willing i can connect to your pc using remote assistance and check your setup. Add Info in my signature if interested.

Subject: Re: Teleporting help
Posted by Oblivion165 on Thu, 03 May 2007 22:03:14 GMT
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Welp i connected to his computer and i have no idea what is going on there.

Checklist:

Using Standard Regegade with Custom Scripts - check

Check Registry for install path - Check

Made sure that the Scripts2.dll was the original renegade scripts and that scripts.dll was jonwils - check

Copied the scripts to a mod package the old fashion way - check

Used jonwils new LE for reading scripts - check

Disabled Visual Themes on both leveledit versions - check

Reinstalled the renegade public tools - check

all of that and it will not read scripts but it does pull the preset correctly.

Im out of ideas.

Subject: Re: Teleporting help
Posted by zunnie on Thu, 03 May 2007 22:25:49 GMT
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Try use the original leveledit.exe

I dont know why people prefer having the dll's loaded from
their game dirs really :S
Especially when you mod for a server you want to have the scripts.dll
and bhs.dll from SSAOW loaded in leveledit, not some scripts version
that was created at a later time because newer scripts maybe
work in leveledit but wont on the server because the scripts.dll
is an older version in ssaow.

Anyway, try the original leveledit.exe and put the scripts in
the moddir\scripts\
That just basically must work, also disable advanced text services
for leveledit.

Subject: Re: Teleporting help
Posted by Oblivion165 on Thu, 03 May 2007 22:57:47 GMT
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Tried and did.

Text services hasn't caused any problems in LE.

Subject: Re: Teleporting help
Posted by zunnie on Thu, 03 May 2007 23:37:03 GMT
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Ok thats f* up then lol, no clue.

Subject: Re: Teleporting help
Posted by thirsty42 on Sun, 06 May 2007 01:30:23 GMT
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Bump.