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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 14:51:00 GMT

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ok I made two buildings (the outside only) and I can see them in ren (they can be killed) but I want to use them as the AGT and OB so how do I make it shoot"? I can get pics if need be...

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 14:53:00 GMT

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The AGT and the Oblisk are prity specilized Building Controlers, tinkering is my only suggestion

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 14:59:00 GMT

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im uesing the agt and ob ones. diffet mesh prefix is the oley thing i did.... do i need to name something diffet so it know waer t shoot form?sorry for spelling

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 15:08:00 GMT

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I pic at this point would be helpful...Have you put a script folder with the scripts.dll in too your mod folder?

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 15:19:00 GMT

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as i not know waet ur tlaking abowt... no...

<http://pixas.mine.nu/~www/uplfolders/upload8/ob.JPG>thes my "ob" and in ren win i pley the map i can see it and kill it but it will not kill me... but mabey need the scripts.dll thing...? [ February 12, 2003, 15:22: Message edited by: davey89 ]

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 15:21:00 GMT

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Omg... you have to have scripts.dll in your map folder if you want them to shoot! They probably do work. You just don't have scrpits.dll.

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 15:23:00 GMT

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Ok, to get things like Base Defences, and the Harvesters to work you need to made a folder in your Mod folder called "Scripts" then copy a file in the renegade/data folder called "Scripts.dll" into the folder you made. Then export your mod package, your defences should work then.

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 15:23:00 GMT

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ok how i git the scrpits.dll. i have naver uesd ob /agt in a map befoer so did not know (u cant tall im sure)

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 15:27:00 GMT

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cool ty !! [ February 12, 2003, 15:34: Message edited by: davey89 ]

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 15:51:00 GMT

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can/ how do i maek a MCT? i try calling it MCT but no go....

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 17:03:00 GMT

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What you have to do is make the mct into a proxi, then in the Commando Editer you need to make a preset with the same name as your proxi that has "Is MCT" checked, its kinda hard for me to explane. So get Renhelp, its has the answer to most your questions...

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 17:06:00 GMT

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i may undaesed and will pely waeth it waets "Renhelp" ?

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 17:20:00 GMT

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errr.. nm have no iday ... o will someday TY for all the hlpe!

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 18:23:00 GMT

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Jeez man, try taking some time to write out words. I can barely understand anything you write.

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Subject: bildings

Posted by [Anonymous](#) on Wed, 12 Feb 2003 18:28:00 GMT

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is it rilly sooooo haerd?? adn akc u know i cant spell good so y are u asking me?? i cant git it all spelld right if need be... but is it so haed to undaesed i need/ wead like to know how to maek a MCT??

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Subject: bildings

Posted by [Anonymous](#) on Thu, 13 Feb 2003 01:36:00 GMT

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quote:Originally posted by davey89:is it rilly sooooo haerd?? adn akc u know i cant spell good so y are u asking me?? i cant git it all spelld right if need be... but is it so haed to undaesed i need/ wead like to know how to maek a MCT??If you can't spell at all, you've got better things to do than worry about Renegade.Try going to school.

---

Subject: bildings

Posted by [Anonymous](#) on Thu, 13 Feb 2003 08:14:00 GMT

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killakanz i cant read or spell good... i do as good as i can...all i waet to know is how to maek a MCT on a blding...can anone help me?

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Subject: bildings

Posted by [Anonymous](#) on Thu, 13 Feb 2003 09:28:00 GMT

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hahaha...do what ACK said and go to school!!instead of learning how to map/mod learn how to spell.whats undeased?? Goud lock weth your MCT

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Subject: bildings

Posted by [Anonymous](#) on Thu, 13 Feb 2003 09:37:00 GMT

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Hey it's not that easy to ask a question in another language if you don't know it well. He is obviously not english, you people should try and help him out.

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Subject: bildings

Posted by [Anonymous](#) on Thu, 13 Feb 2003 09:48:00 GMT

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ok, if English isn't his first language there are loads of Babelfish sites out there that can translate the question for him in seconds.Edit= Going back on topic, read Bumpaneer's MCT/PCT setup tutorial, again if english isn't your language that babelfish site might come in useful. [ February 13, 2003, 09:58: Message edited by: killakanz ]

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Subject: bildings

Posted by [Anonymous](#) on Thu, 13 Feb 2003 12:38:00 GMT

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yea, but when every second word is spelt wrong or has an extra letter it just gives me a headache understanding what you write. Slow your typing down a bit! Also try proof reading before you post.

---

Subject: bildings

Posted by [Anonymous](#) on Thu, 13 Feb 2003 13:04:00 GMT

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TY killakanz i have dyslexia....but as i have my Q ansred i will go now b/c ovesly u all not like ppl who cant spell...o wall....have fun

---

Subject: bildings

Posted by [Anonymous](#) on Thu, 13 Feb 2003 13:13:00 GMT

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No, we like people who don't give excuses. I've had friends who were dyslexic and they learned to get around it and write like a normal person. Stop being lazy and do something for yourself, like get an education.

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Subject: bildings  
Posted by [Anonymous](#) on Thu, 13 Feb 2003 13:42:00 GMT  
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i have a fread who cant see good... and have one who cant see at all.... so ur talling my b/c u have one who can spell good and ware dyslexic and im dyslexic and cant spell good thaet i not talling the tueth? i do not think u will git my point(ppl who think thaer right "are right") but mabey.....

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Subject: bildings  
Posted by [Anonymous](#) on Thu, 13 Feb 2003 13:46:00 GMT  
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Jeez man, read what I said. Stop giving excuses to spell poorly and start learning how to overcome your "disability" and make it in the real world.

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Subject: bildings  
Posted by [Anonymous](#) on Thu, 13 Feb 2003 13:57:00 GMT  
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ok mr. ack tall me y i waed waet to spell bad?? i have sipnt moer time trying to exsple to u thaet i cant but u like to tall me im lazy.... if im lazy waed i gaes spell right the freast time so i not have to do it olver and olver and olver and olver?? but noo thaet be so smaert... to bad the stued ppl naver lune

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Subject: bildings  
Posted by [Anonymous](#) on Thu, 13 Feb 2003 14:01:00 GMT  
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quote:Originally posted by davey89:ok mr. ack tall me y i waed waet to spell bad?? i have sipnt moer time trying to exsple to u thaet i cant but u like to tall me im lazy.... if im lazy waed i gaes spell right the freast time so i not have to do it olver and olver and olver and olver?? but noo thaet be so smaert... to bad the stued ppl naver lune I've seen dislexic spelling worse than yours so your obviously trying.

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Subject: bildings

Posted by [Anonymous](#) on Thu, 13 Feb 2003 14:45:00 GMT

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Ren Help: <http://di.ww-unleashed.com/RenHelp/RenHelp1.9.zip>Ok, sorry about the prev post, mis-read the post. Anyhow: put the scripts.dll into a folder called Scripts inside your map/mod folder (if you installed any CTF maps then it's probally actually scripts2.dll). Goto your preset in the presets tree and add the right script (either M00\_Advanced\_Guard\_Tower or M00\_Nod\_Obelisk\_CNC). That should fix it. Hope this helps. [ February 13, 2003, 14:55: Message edited by: NameHunter ]

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Subject: bildings

Posted by [Anonymous](#) on Thu, 13 Feb 2003 15:01:00 GMT

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i have it all wareking not sure about MCT but thaes b/c its not loding win i host.... but TY:)

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Subject: bildings

Posted by [Anonymous](#) on Thu, 13 Feb 2003 22:23:00 GMT

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i apoligize i thought u were just being lazy and not spelling things right....im very sorry Good luck with your map!!

---

Subject: bildings

Posted by [Anonymous](#) on Fri, 14 Feb 2003 00:16:00 GMT

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quote:Originally posted by General Havoc:Hey it's not that easy to ask a question in another language if you don't know it well. He is obviously not english, you people should try and help him out. Um, he is American and he should know the common language of this nation.

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Subject: bildings

Posted by [Anonymous](#) on Fri, 14 Feb 2003 00:28:00 GMT

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ACK you want to be a teacher or something?

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