
Subject: Working Fake Buildings

Posted by [mrÅ£Å\\$Ä-z](#) on Thu, 16 Aug 2007 18:52:51 GMT

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Hey guys... how does kamuix make his fake buildings working? his gunboat looks like an refinery (i know now how to do this) but how he make the GunboatRef is a working refinery? and how does he to kill the refinery to win?

Subject: Re: Working Fake Buildings

Posted by [Sn1per74*](#) on Thu, 16 Aug 2007 19:43:46 GMT

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Subject: Re: Working Fake Buildings

Posted by [mrÅ£Å\\$Ä-z](#) on Thu, 16 Aug 2007 20:23:22 GMT

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How do i make the Refinery has an harvester wich earns money? and whats the script to kill the refinery to win the map?

Subject: Re: Working Fake Buildings

Posted by [SWNight](#) on Fri, 17 Aug 2007 09:18:41 GMT

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Why don't you just go into the readme for the scripts.dll and FIND what script you need instead of asking stupid questions that will be answered if you just looked.
