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Subject: Question --> XCC and smaller mix files  
Posted by [Cpo64](#) on Thu, 06 Mar 2003 18:27:47 GMT

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I remember hearing that you could use XCC to remove the script.dll from the mix using XCC. If you can, how do you do it? I tried it using XCC Editor, I think, and it made it so the mix did not load properly.

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Subject: Question --> XCC and smaller mix files  
Posted by [General Havoc](#) on Thu, 06 Mar 2003 18:35:05 GMT

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Just delete this topic now. I explained how you use and setup the scripts in my tutorials at <http://www.nodnl.net> . Read through the teleport or stealth zone tutorial before you ask about the scripts.dll i did explain how to do everything to get scripts working in detain in the tutorials.

The scripts.dll is in the root of your renegade directory anyway. Also you wouldn't be able to extract the DLL i used for the scripts as they are written by Jon Wilson and Dante.

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Subject: Question --> XCC and smaller mix files  
Posted by [Cpo64](#) on Thu, 06 Mar 2003 18:37:56 GMT

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Huh? What? No, I am not asking about any script in particular, I am talking about how you export from Commando editor with the script.dll in the mix, and if and how you can remove it using xcc, because I remember in the old forums someone mentioning it. Beleve it or not, I do know how to make scripts work. If you noticed I did not ask, "how do you make scripts work".

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Subject: Question --> XCC and smaller mix files  
Posted by [General Havoc](#) on Thu, 06 Mar 2003 18:41:15 GMT

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You just open the file with XCC then click delete on the scripts.dll. The game reads the scripts from the reneagde directory in MIX files but no PKG files. Yo load up XCC and double click on your mix file to open it. XCC mixer is what i'm refering too, its the standard program that's used.

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Subject: Question --> XCC and smaller mix files  
Posted by [Cpo64](#) on Thu, 06 Mar 2003 18:43:56 GMT

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Which XCC? There are like three different programs. (XCC editor, XCC mixer...)

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Subject: Question --> XCC and smaller mix files  
Posted by [Olaf van der Spek](#) on Sun, 23 Mar 2003 08:11:26 GMT  
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Like General Havoc, you need XCC Mixer.

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Subject: Question --> XCC and smaller mix files  
Posted by [Cpo64](#) on Sun, 23 Mar 2003 10:40:19 GMT  
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Yah, I solved the problem long ago, I had the program to, I was just using the wrong part, and the map was released

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