Subject: Re: Please Help
Posted by ATdrag0N on Sun, 05 Aug 2007 00:18:29 GMT
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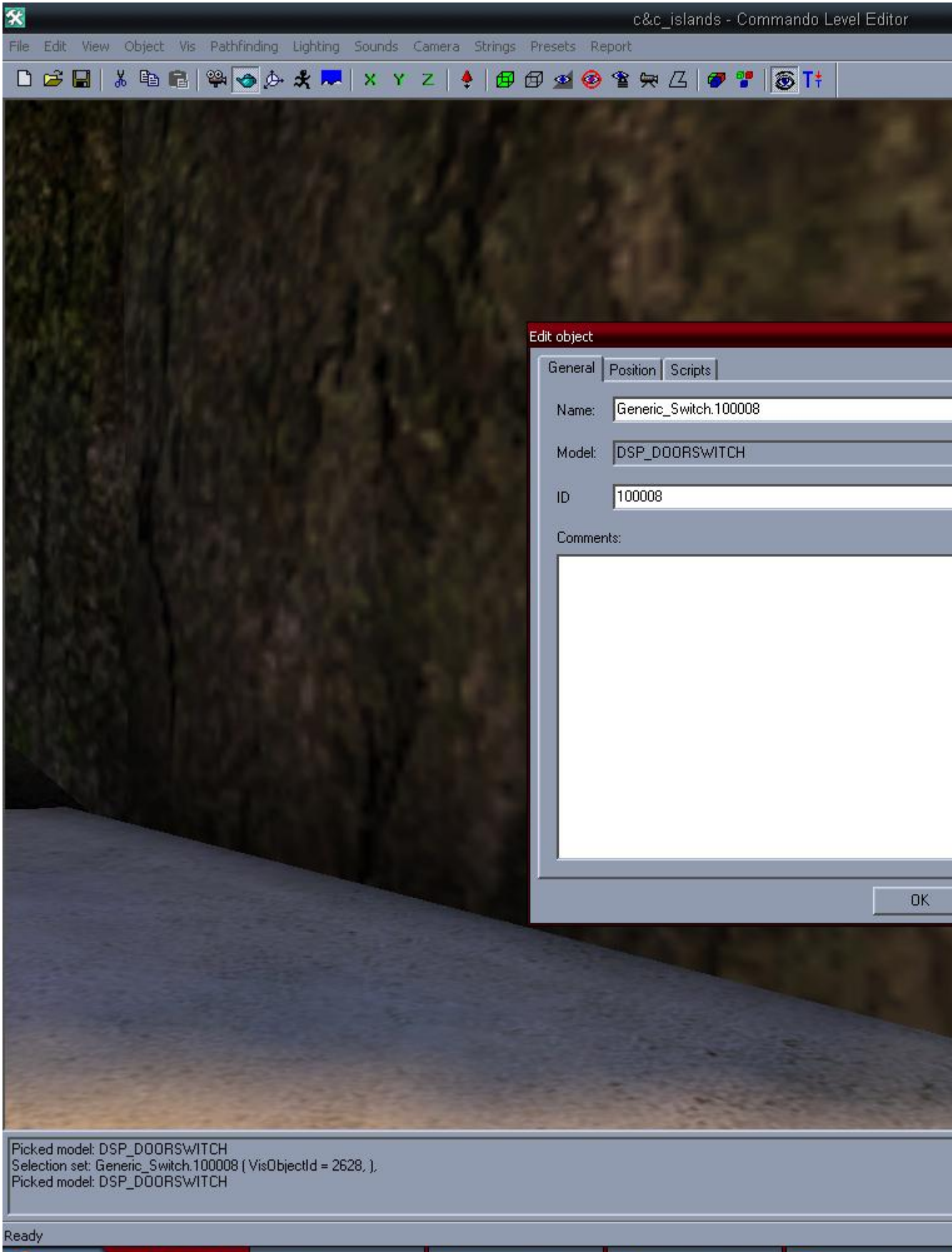
OK I have done it thus, however, it does not go. I have done new scripts.dll and the other there purely and then this obeys what you have written. Then I have (c*c_islands.ldd) them there there has originated in my Data folder purely done and renegade begun, however nothing happens.

File Attachments

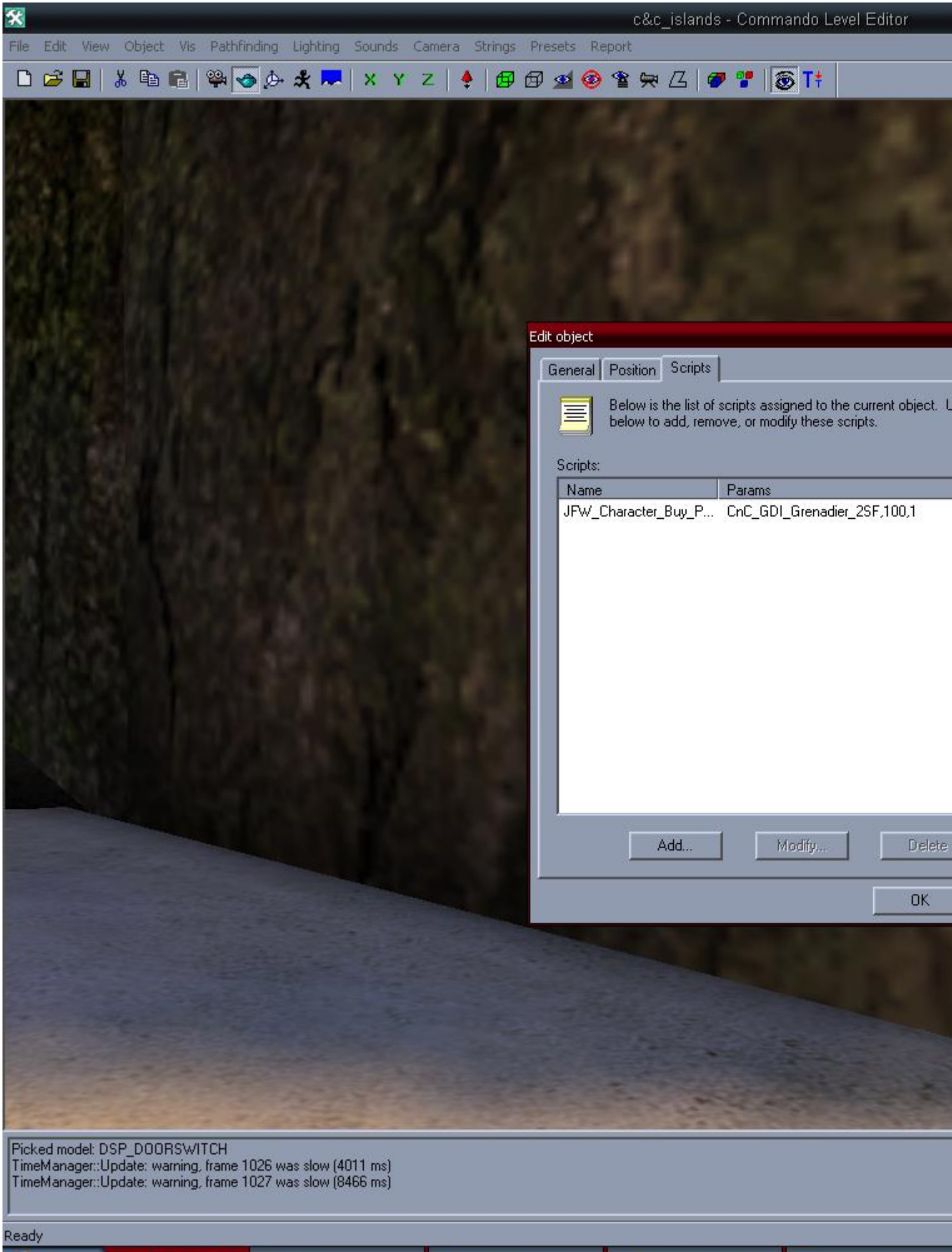
1) 1.JPG, downloaded 950 times

c&c_islands - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report
X Y Z
Selection set: palm_c-l.1551292 (VisObjectId = 411, VisSectorId = -1, CullLink = 229, Non-Occluder),
Picked model: DSP_DOORSWITCH
Selection set: Generic_Switch.100008 (VisObjectId = 2628,),
Ready

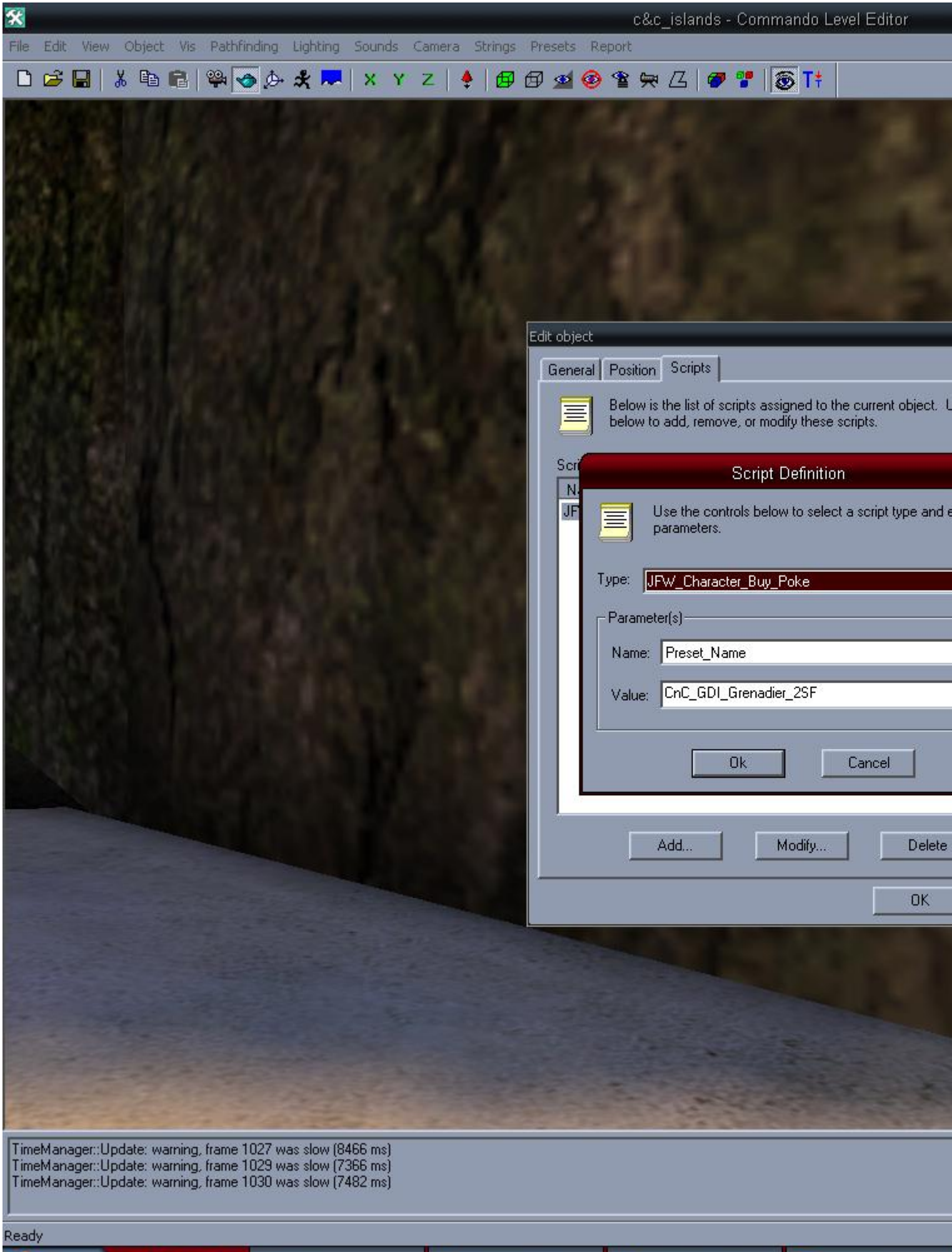
2) 2.JPG, downloaded 931 times


c&c_islands - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report
X Y Z
Edit object
General Position Scripts
Name: Generic_Switch.100008
Model: DSP_DOORSWITCH
ID 100008
Comments:
OK
Picked model: DSP_DOORSWITCH
Selection set: Generic_Switch.100008 (VisObjectId = 2628,).
Picked model: DSP_DOORSWITCH
Ready

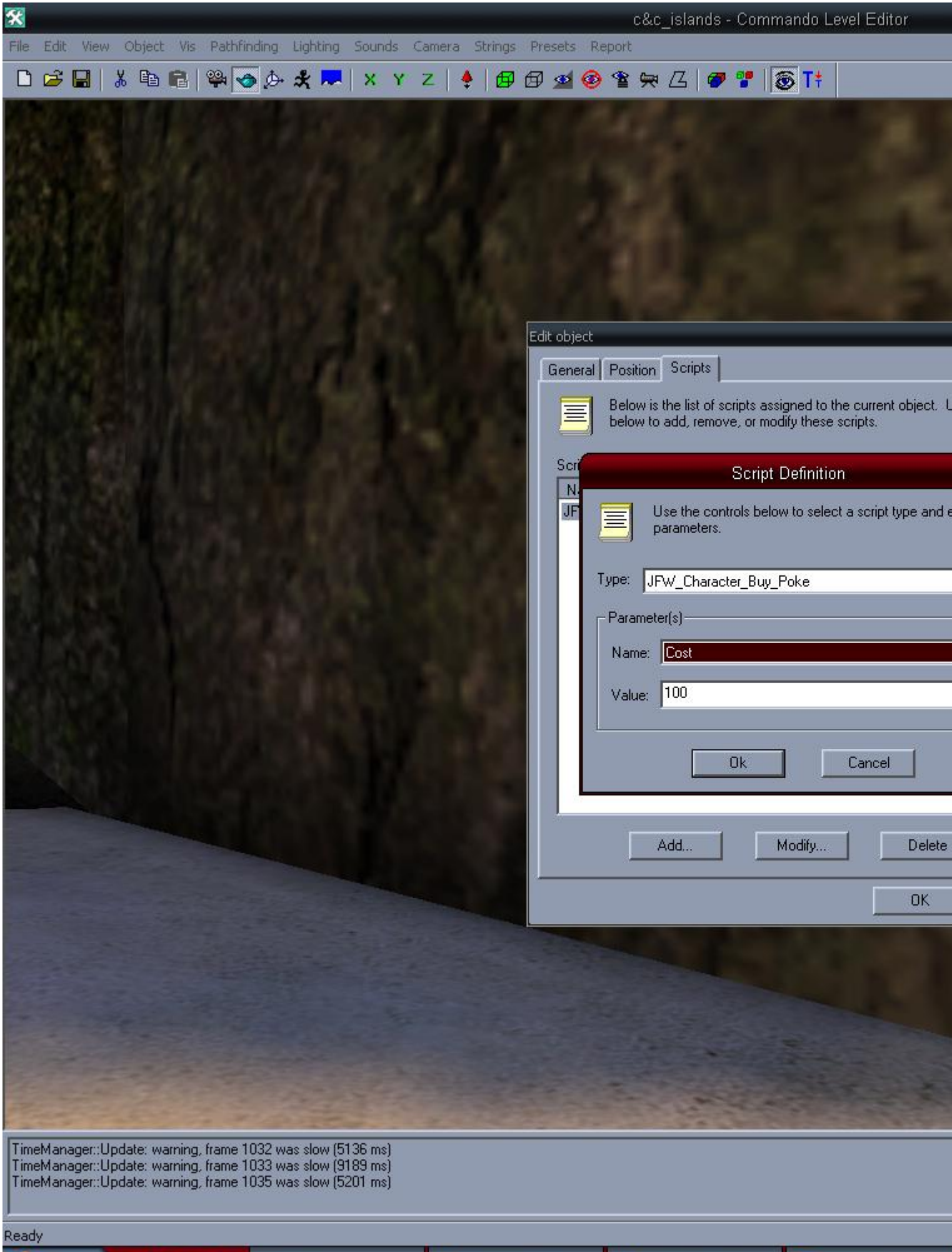
3) 3.JPG, downloaded 926 times


c&c_islands - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report
X Y Z
Edit object
General Position Scripts
Below is the list of scripts assigned to the current object.
below to add, remove, or modify these scripts.
Scripts:
Name
Params
JFW_Character_Buy_P...
CnC_GDI_Grenadier_2SF,100,1
Add...
Modify...
Delete
OK
Picked model: DSP_DOORSWITCH
TimeManager::Update: warning, frame 1026 was slow (4011 ms)
TimeManager::Update: warning, frame 1027 was slow (8466 ms)
Ready

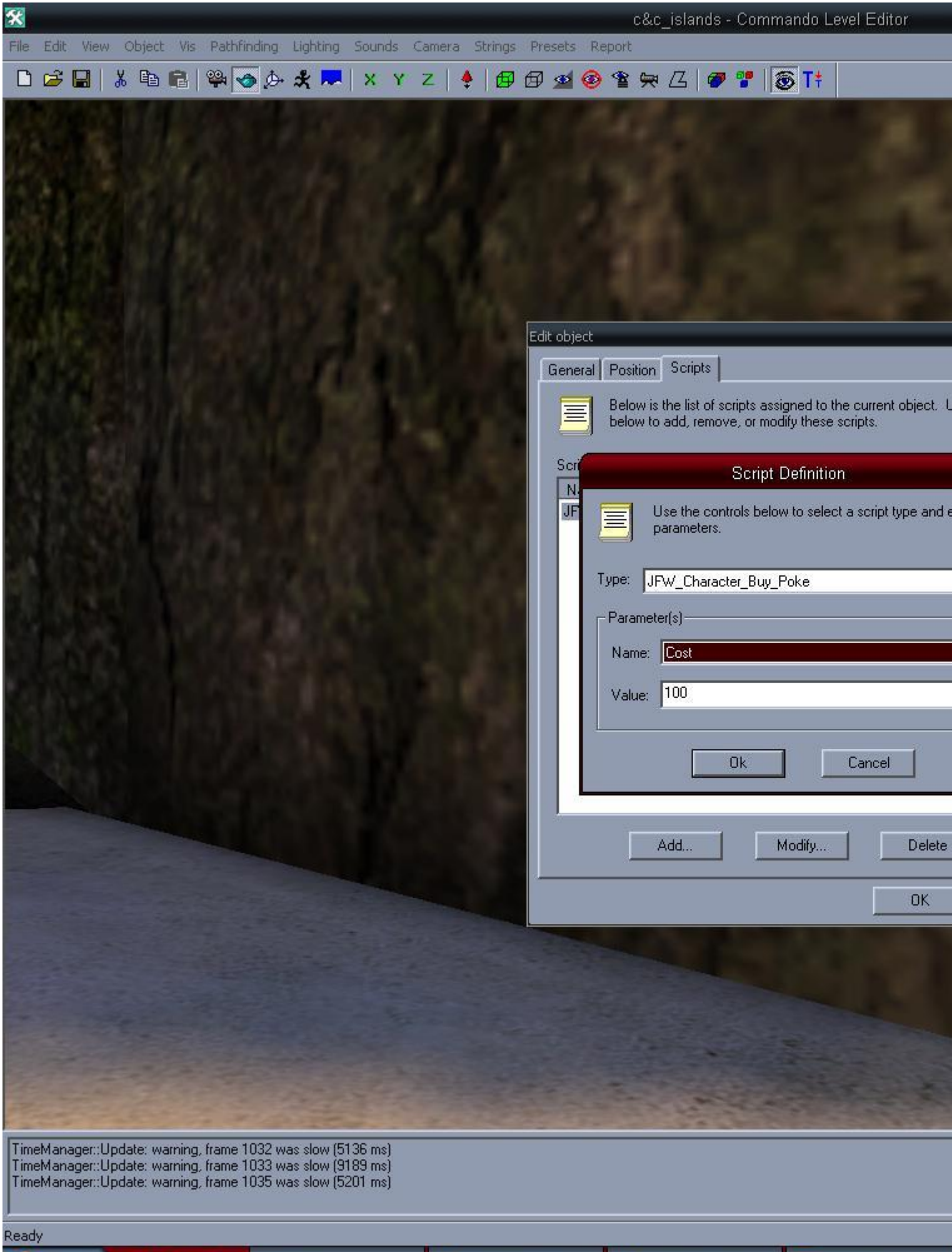
4) 4.JPG, downloaded 919 times


c&c_islands - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report
Edit object
General Position Scripts
Below is the list of scripts assigned to the current object.
below to add, remove, or modify these scripts.
Script Definition
Use the controls below to select a script type and e
parameters.
Type: JFW_Character_Buy_Poke
Parameter(s)
Name: Preset_Name
Value: CnC_GDI_Grenadier_2SF
Ok
Cancel
Add...
Modify...
Delete
OK
TimeManager::Update: warning, frame 1027 was slow (8466 ms)
TimeManager::Update: warning, frame 1029 was slow (7366 ms)
TimeManager::Update: warning, frame 1030 was slow (7482 ms)
Ready

5) 5.JPG, downloaded 919 times


c&c_islands - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report
X Y Z
Edit object
General Position Scripts
Below is the list of scripts assigned to the current object.
below to add, remove, or modify these scripts.
Script Definition
Use the controls below to select a script type and e
parameters.
Type: JFW_Character_Buy_Poke
Parameter(s)
Name: Cost
Value: 100
Ok
Cancel
Add...
Modify...
Delete
OK
TimeManager::Update: warning, frame 1032 was slow (5136 ms)
TimeManager::Update: warning, frame 1033 was slow (9189 ms)
TimeManager::Update: warning, frame 1035 was slow (5201 ms)
Ready

6) 6.JPG, downloaded 910 times


c&c_islands - Commando Level Editor
File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report
Edit object
General Position Scripts
Below is the list of scripts assigned to the current object.
below to add, remove, or modify these scripts.
Script Definition
Use the controls below to select a script type and e
parameters.
Type: JFW_Character_Buy_Poke
Parameter(s)
Name: Cost
Value: 100
Ok
Cancel
Add...
Modify...
Delete
OK
TimeManager::Update: warning, frame 1032 was slow (5136 ms)
TimeManager::Update: warning, frame 1033 was slow (9189 ms)
TimeManager::Update: warning, frame 1035 was slow (5201 ms)
Ready