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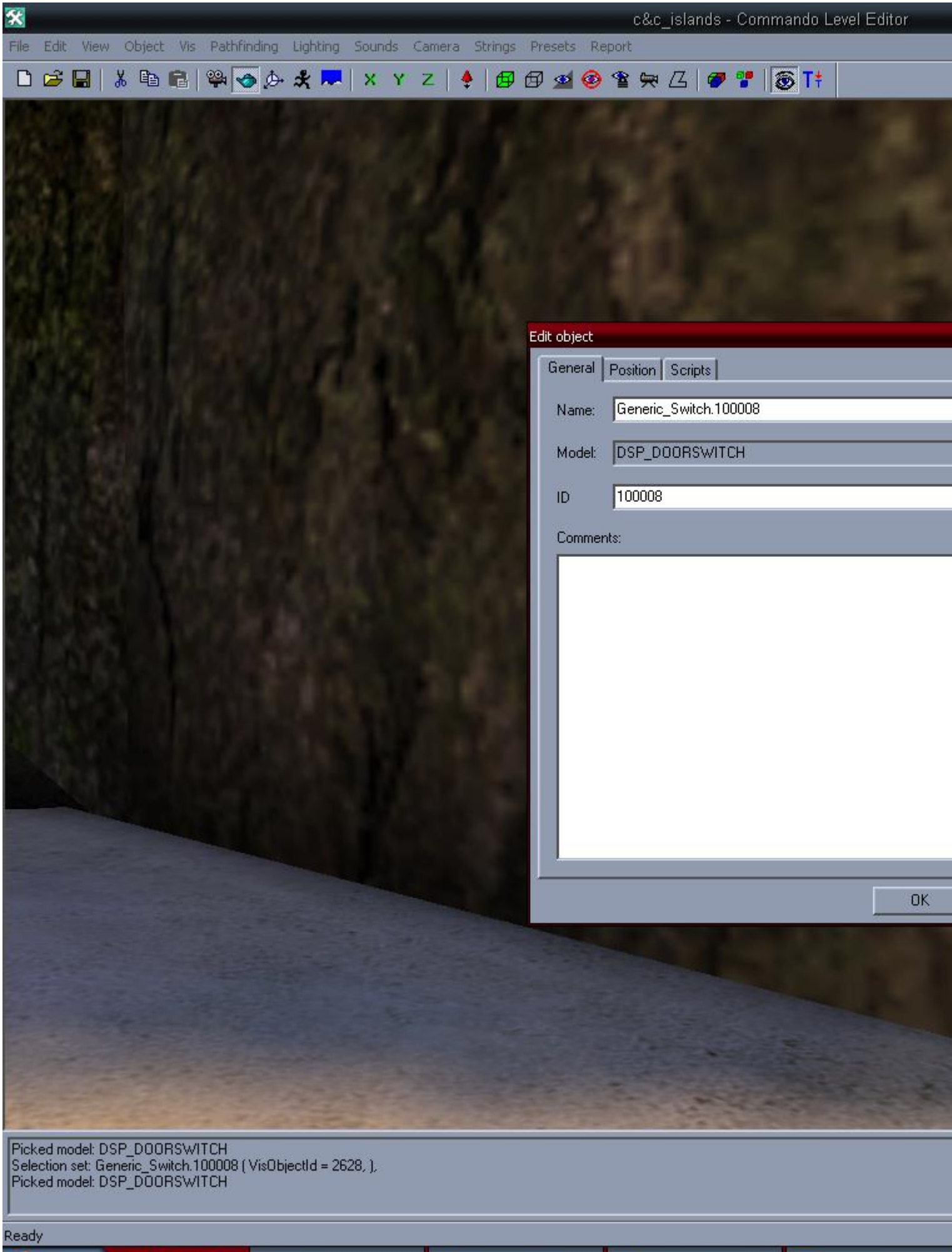
OK I have done it thus, however, it does not go. I have done new scripts.dll and the other there purely and then this obeys what you have written. Then I have (c*c_islands.ldd) them there there has originated in my Data folder purely done and renegade begun, however nothing happens.

File Attachments

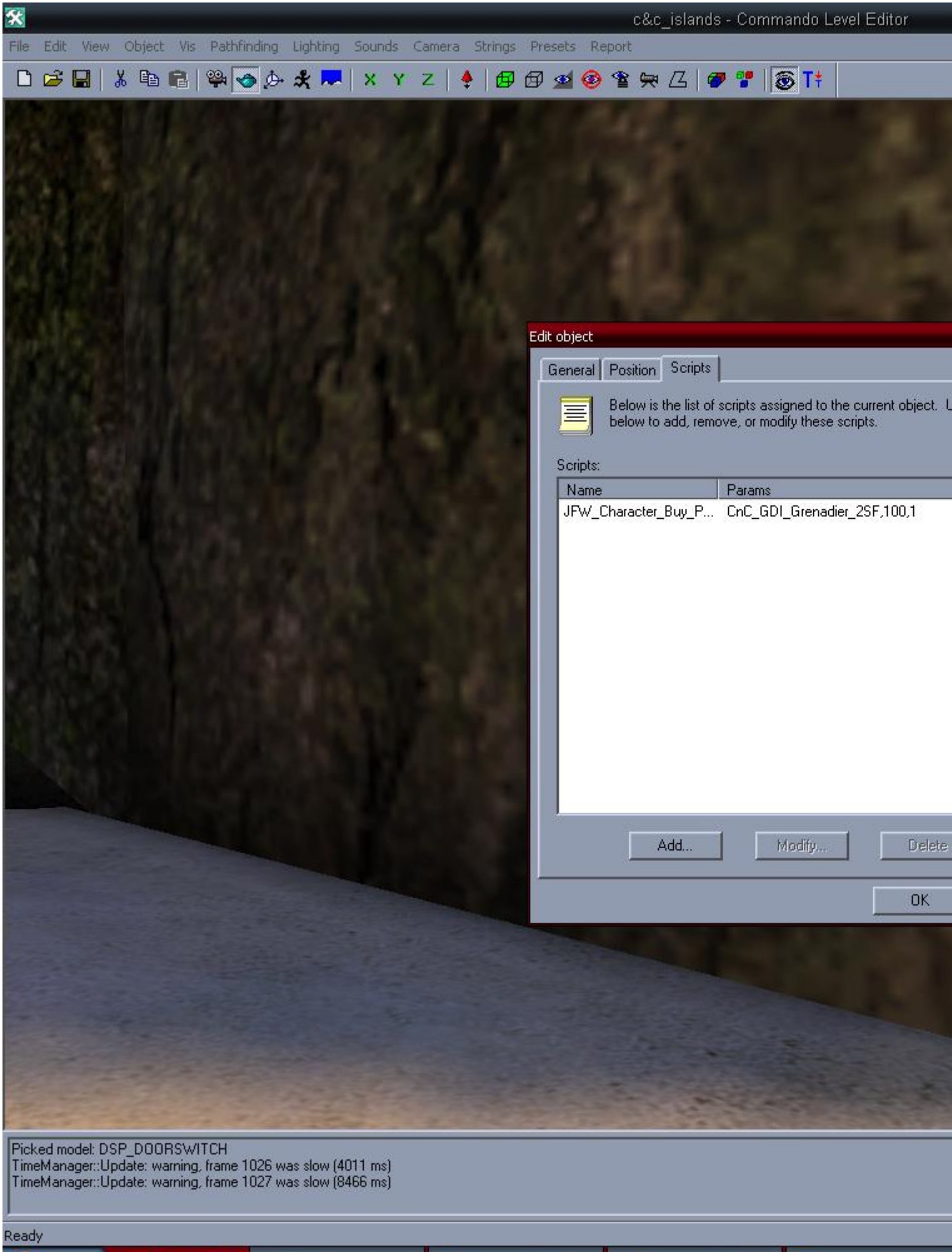
1) 1.JPG, downloaded 524 times

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

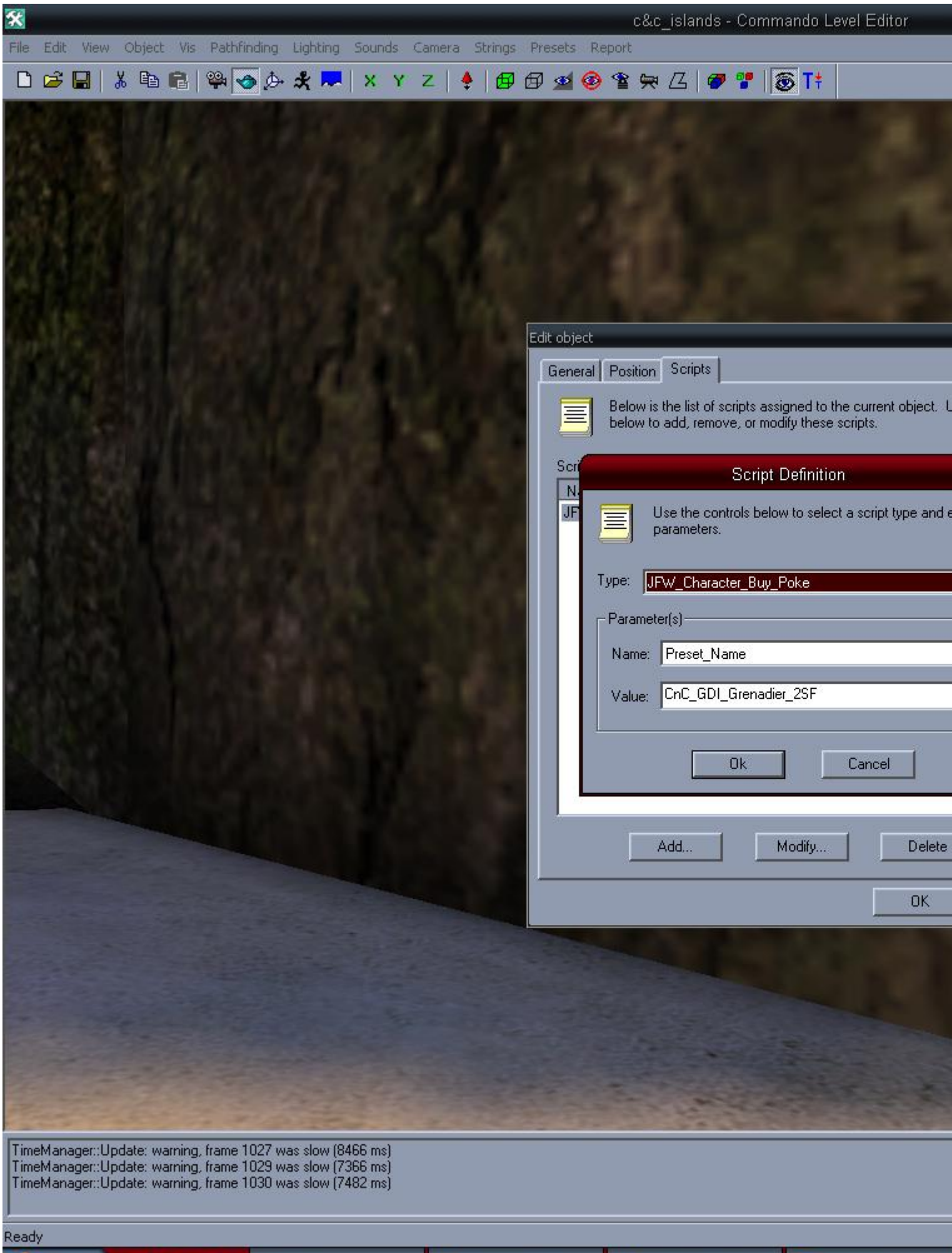
2) 2.JPG, downloaded 517 times


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

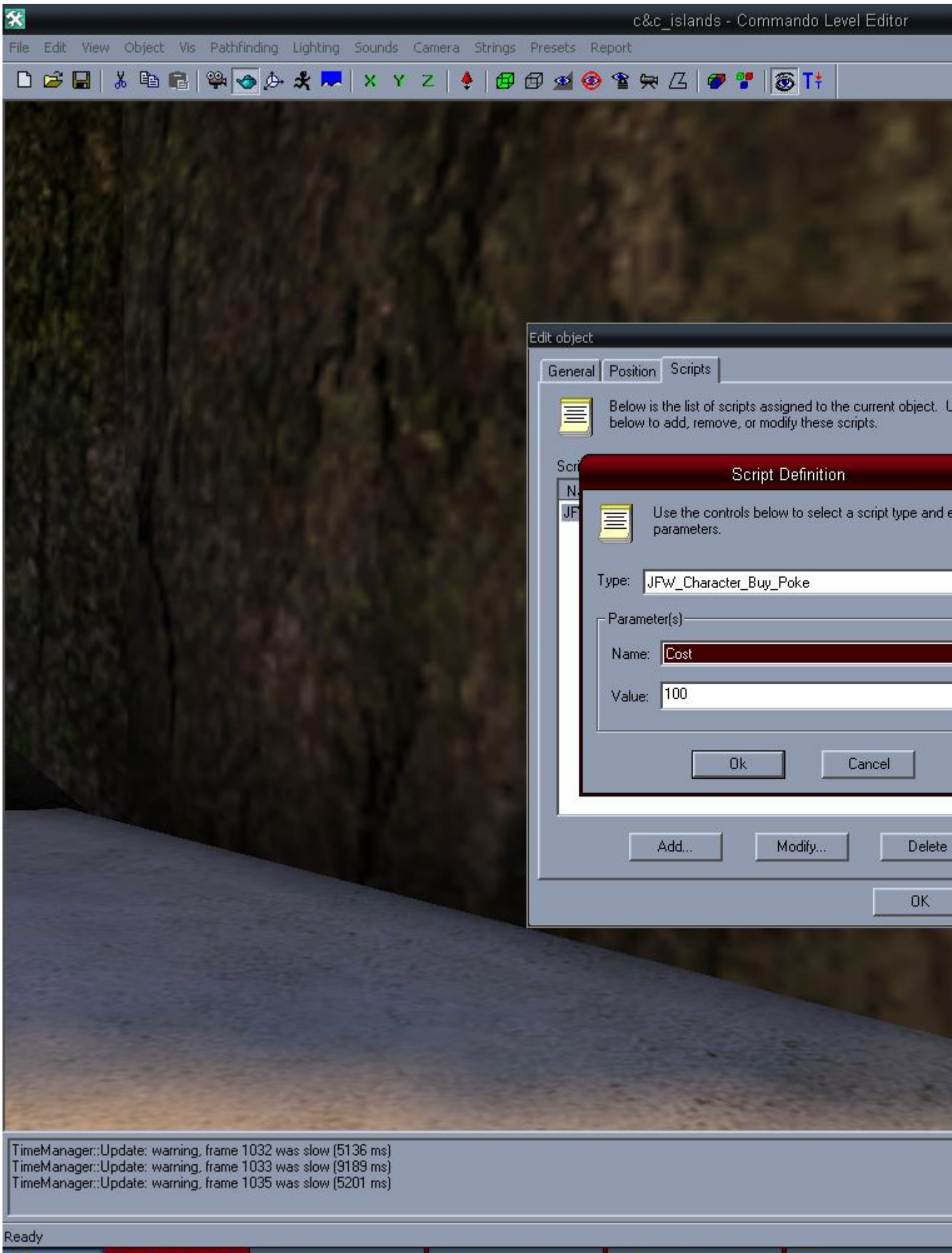
3) 3.JPG, downloaded 507 times


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. U
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

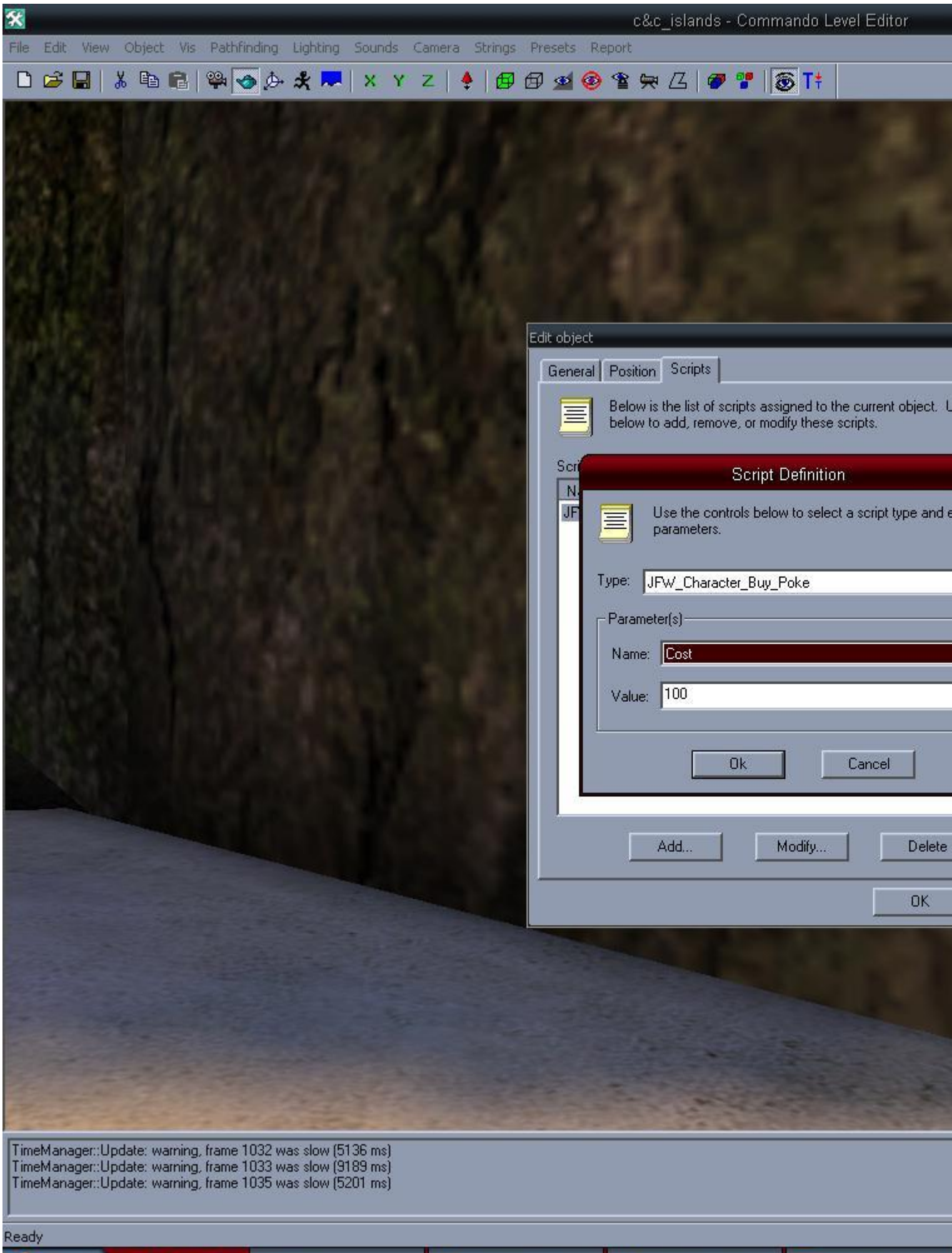
4) 4.JPG, downloaded 500 times


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. U
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 499 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. U
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 497 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. U
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