Subject: Need some help getting script zones to work
Posted by codemancq on Sun, 06 Feb 2005 19:55:01 GMT
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Well, I downloaded jonwil's 2.0.1 scripts, and extracted Scripts.dll,Scripts2.dll, and bhs.dll into my mod's script fodler and my renegade directory. Ive been trying to maek stealh zones for about 2 hours now with no luck. I tried the tutorial to make a stealth zone, and I followed the directions exactly 3 times over and I still couldnt make it work. Does anyone know what im doing wrong or how to fix it?

Also, I used the script JFW_Debug_Textfile with paramaters: zonelogfile.txt,zonelog
No text file was ever created. Im starting to get frustrated with this, so if anyone can help I would appreciate it.

Subject: Need some help getting script zones to work
Posted by bisen11 on Mon, 07 Feb 2005 00:19:14 GMT
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Well i think they have to be a certain height or something. I remember when sometimes id change the height and it wouldn't work. Try making a small one and see if you can go from there.

Subject: Need some help getting script zones to work
Posted by codemancq on Mon, 07 Feb 2005 06:26:27 GMT
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Ive tried a ton of different sizes with no luck. What is an ideal height?

Ok, so I dont know what the hell is going on, no scripts work in zones, so I reinstalled, and it still didnt work. I must be doing something wrong with the zone, but sadly, I have no idea what, and I dont think Im ever going to find out.

Subject: Need some help getting script zones to work
Posted by tooncy on Mon, 07 Feb 2005 21:48:53 GMT
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This happend to me too, except I was trying to make teleporters. I never found out how to fix it. I canceled many a map because of this stupid bug.

Subject: Need some help getting script zones to work
Posted by codemancq on Mon, 07 Feb 2005 23:26:14 GMT
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Yeah, I just did an alternative. To have the same effect, I could do the same with an invisible powerup.

Subject: Need some help getting script zones to work
Posted by Slash0x on Tue, 08 Feb 2005 10:42:31 GMT
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http://renhelp.co.uk/

There's a tutorial strictly on it...

Subject: Need some help getting script zones to work
Posted by tooncy on Tue, 08 Feb 2005 21:47:47 GMT
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I don't see one. I set up the stuff right, (Repeated 4 times) but the script zones wouldn't work ingame, no matter what I did. He has the same problem.

Subject: Need some help getting script zones to work
Posted by Slash0x on Wed, 09 Feb 2005 01:59:32 GMT
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http://renhelp.co.uk/?tut=30 :rolleyes:

Subject: Need some help getting script zones to work
Posted by codemancq on Wed, 09 Feb 2005 02:47:10 GMT
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Slash0xhttp://renhelp.co.uk/?tut=30 :rolleyes:

...

 :bomb:

no...

tried that tutorial...

doesnt

---

work

i dont even think they tested that tutorial to see if it worked

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Subject: Need some help getting script zones to work
Posted by laeubi on Wed, 09 Feb 2005 08:01:17 GMT

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"codemancqi dont even think they tested that tutorial to see if it worked
Thats the point you thought
I'm 99,9% sure GenHavoc has tested this, and like we discussed on my board, you used a
complete different script to get a complete different result, so I assume you setted up something
wrong, but if you can wait 1 or 2 days I'll try it out myself, but I have used script zones successfull
before, so I see no reason why it should NOT work...

Subject: Re: Need some help getting script zones to work
Posted by danpaul88 on Fri, 11 Feb 2005 13:16:21 GMT

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codemancqWell, I downloaded jonwil's 2.0.1 scripts, and extracted Scripts.dll,Scripts2.dll

did you put scripts.dll and scripts2.dll in a folder called scripts? You must make a folder called
scripts in the mod folder and put the scripts in there or they wont work.