
Subject: SSAOW and New CP1 Maps Question
Posted by [jonwil](#) on Tue, 12 Oct 2004 12:14:50 GMT

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"Aircraftkiller" Can't be done for anything I made, source files are unavailable for them. Sorry - can't help you there.

Actually, depending on what information one needs to extract from the map, its probably possible to extract it by examining the binary map files with a program that can view the chunked format used for them then finding the chunks in question.

For example, if you need to find the ID of the barracks building, you can load it into the chunk dumper (I have such a dumper myself) and find the chunks that correspond to SoldierFactoryGameObj. Then from there, you can drill down and find the chunk that holds the ID of the object and grab it from there.
