
Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by [jonwil](#) on Sat, 15 Sep 2007 01:56:02 GMT
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I took a look at the skirmish scripts a while back and 90% of the work is done by 3 scripts, MSK_Info_Zone, MSK_Soldier and MSK_Controller.

The real work happens in MSK_Controller which is VERY hardcoded (including object IDs for various objects located on the map)
