
Subject: Re: About Westwood's Scripts

Posted by [saberhawk](#) on Fri, 27 May 2011 13:35:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Fri, 27 May 2011 09:22The M## (except M00) scripts are designed for the level indicated in the number, with M01_ being for level 1, M02_ being for level 2 etc. Many of them were not designed with re-use in mind and rely on hard coded object IDs in the levels they were used in.

M00 scripts are more generic and tend to work better outside of the original mission maps but even they tend to make a lot of assumptions internally and are not as flexible or powerful as many of the custom scripts which replaced them.

Not only objects IDs. I've noticed hard-coded coordinates, "conversations", sounds, preset names, and waypaths. A lot of the scripts also assume that they are being run in SP and that there is only one "player".
