
Subject: Re: scripts fast name search method?
Posted by [danpaul88](#) on Tue, 07 Jan 2014 09:22:57 GMT
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I'd suggest the official documentation but the link seems to be down at the moment, I'll see if I can dig it up when I get home. For a slightly out of date copy try

<http://www.danpaul88.co.uk/ttdocs/>

The modules page is a partial list of scripts sorted into categories, this is still being worked on. Note that a script can appear in more than one category.

For a full list of scripts I'd suggest going to the class hierarchy (<http://www.danpaul88.co.uk/ttdocs/hierarchy.html>) and expanding the GameObjObserverClass -> ScriptImpClass node, all scripts will be listed under here (possible nested as subclasses).

For a text search, use the search box in the top corner.

NOTE: This is for scripts 4.1, some scripts listed will not exist in scripts 4.0.
