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Subject: Re: Singleplayer scripts

Posted by [Neijwiert](#) on Sat, 09 Sep 2017 09:52:25 GMT

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Ok I'll continue with M02 then instead of M01. Not sure how looking at a modded version of the original level would help me though. I can just open up the original ones. Do you know where this respawn controller is located? or maybe the object id? Mind you, its pretty tough to do an analysis if its situated at the end of the level, although decompilation should be no problem

EDIT: lol you're not wrong that it does alot. Member fields alone makes it 276 bytes big. It's probably gonna take some time to do this one.

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