
Subject: Re: Singleplayer scripts

Posted by [Neijwiert](#) on Tue, 12 Sep 2017 13:42:56 GMT

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dblaney1 wrote on Fri, 08 September 2017 15:41 Cool stuff. Wonder if you can look into figuring out the crazy scripts like the m02_respawn_controller. It seems to be one giant megascript that controls all of the maps cinematics. It has a bunch of scriptzones all over the map.

M02_Objective_Zone is attached on most of the zones but with no parameters. It seems like m02_respawn_controller has a bunch of hardcoded zone ids that it uses to trigger things.

I actually have very good versions of m02, m07, and m11 that are tailored for a coop server that I made although I am not running them on an actual server at the moment. I have them installed on my test server. If you have a chance let me know and I'll show them to you.

I have finished M02_Objective_Zone. You can look at the hardcoded customs and ids now if you want. it is still missing full code flow analysis though.
