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Subject: Re: Singleplayer scripts

Posted by [Neijwiert](#) on Thu, 14 Sep 2017 20:00:44 GMT

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Completed:

M02\_Nod\_Jet\_Waypath

M02\_Mendoza

On a side note, I decompiled Set\_Camera\_Host aswell

```
void Set_Camera_Host(GameObject *obj)
{
    if (obj)
    {
        PhysicalGameObj *pObj = obj->As_PhysicalGameObj();
        if (pObj)
        {
            CCameraClass::Set_Host_Model(CombatManager::MainCamera, pObj->Peek_Model());
        }
    }
    else
    {
        CCameraClass::Set_Host_Model(CombatManager::MainCamera, NULL);
    }
}
```