
Subject: Re: Singleplayer scripts
Posted by [Neijwiert](#) on Mon, 18 Sep 2017 20:20:03 GMT
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I've completed all scripts used/related to M02. I will start code flow analysis now. But can anybody help me with the following:

- How can you play a soldier animation in the W3DViewer that is started in a script with Action_Play_Animation? Since I want to comment what kind of animation it is.
- Is there a way to check in LE if a certain preset, or even better, script is present in a preset? If not, could somebody prepare some mixes for me that are basically clones of the singleplayer maps but can be run on multiplayer so I can check these things out? Since I might have missed some scripts and mistakenly marked them as 'not used'.
- I have submitted an issue on GitHub some time ago about float precision. Sometimes a float is passed to some function but it is very nearly a whole number (i.e. 4.999999 or something like that). Does anybody know if this is a precision error?
- Sometimes the Renegade developers used Get_Random instead of the logical Get_Random_Int to put through a switch to check against, for example, 1/2/3 etc. Obviously it is cast to an integer somewhere. Does anybody know how I can check in IDA where this is being done? (I had exceptional problems in M02_Nod_Soldier::Timer_Expired with this to make sense of the code).

EDIT: Also, to stop spamming I guess, I'll just post updates when a complete map has been done or a request of somebody.
