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Subject: Re: Singleplayer scripts

Posted by [jonwil](#) on Tue, 19 Sep 2017 14:41:02 GMT

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Unless you understand the inner workings of the Renegade data files and classes (and I suspect you dont) then you will not be able to match scripts to objects.

If you explain what you are trying to identify or figure out, I might be able to help.

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