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Subject: Re: Singleplayer scripts

Posted by [Neijwiert](#) on Tue, 19 Sep 2017 15:18:21 GMT

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jonwil wrote on Tue, 19 September 2017 07:41 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.

I'm trying to find if I missed any scripts that are present in the LE on the presets that are created. And if I can match an object id to that script then I can put proper comments in said script when/where it is used

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