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Subject: Re: Singleplayer scripts

Posted by [dblaney1](#) on Tue, 19 Sep 2017 17:01:02 GMT

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Neijwiert wrote on Tue, 19 September 2017 08:18jonwil wrote on Tue, 19 September 2017 07:41Unless 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

Anything created by scripts during a game only will spawn with scripts on the object in the ddb file where the preset exists and by the scripts themselves. What was attached to the presets in leveledit only applies to objects placed on the map during export. Those scripts will be shown in the ldd file.

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