
Subject: Re: Singleplayer scripts

Posted by [Neijwiert](#) on Wed, 20 Sep 2017 12:21:06 GMT

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jonwil wrote on Wed, 20 September 2017 05:15: I can't help you with the skirmish level since Westwood never released a .lvl file for that but here are some dumps for all the levels they did release as part of the SinglePlayerLVLS.zip as well as the stock objects.ddb.

The dumps were taken via a specially hacked up (and not shippable) 4.x ttle.dll file and then loading each .lvl file into LE to produce the dump output.

The level dumps contain an entry for each object that exists in the scene followed by entries for every script that has been placed on that object in LE (as opposed to being there because it's on the preset in objects.ddb)

The objects.ddb dump contains an entry for each preset followed by entries for every script that has been placed on that preset.

Hopefully this helps you out in figuring out all the scripts the stock single player missions actually use.

YES! Thank you that helps a lot! It is essential that I put comments on created events so that the code flow is clear to people. But I'm only human and it's easy to miss objects when going through the level. For example, on M02 I missed all the data disks and thought the script M02_Data_Disk wasn't used at first. I will verify all existing scripts to make sure all comments are correct. Will probably make a small program that checks the txt files for me.
