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Subject: scripts fast name search method?  
Posted by [Stallion](#) on Tue, 07 Jan 2014 07:54:24 GMT  
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I was wondering if anyone knows a quick way to name search a script?

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Subject: Re: scripts fast name search method?  
Posted by [Ethenal](#) on Tue, 07 Jan 2014 09:13:10 GMT  
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Opening the solution in Visual Studio is the only way I know

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Subject: Re: scripts fast name search method?  
Posted by [danpaul88](#) on Tue, 07 Jan 2014 09:22:57 GMT  
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I'd suggest the official documentation but the link seems to be down at the moment, I'll see if I can dig it up when I get home. For a slightly out of date copy try

<http://www.danpaul88.co.uk/ttdocs/>

The modules page is a partial list of scripts sorted into categories, this is still being worked on. Note that a script can appear in more than one category.

For a full list of scripts I'd suggest going to the class hierarchy (<http://www.danpaul88.co.uk/ttdocs/hierarchy.html>) and expanding the GameObjObserverClass -> ScriptImpClass node, all scripts will be listed under here (possible nested as subclasses).

For a text search, use the search box in the top corner.

NOTE: This is for scripts 4.1, some scripts listed will not exist in scripts 4.0.

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Subject: Re: scripts fast name search method?  
Posted by [Stallion](#) on Tue, 07 Jan 2014 10:31:14 GMT  
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thanks dan. The site is a nice point to get the names from and while the search option sucks due to needing to know the start of the script a simple copy and past of the script names into notepad then search worked nicely

now if i could just remember how the deployable turrets were made

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Subject: Re: scripts fast name search method?

Posted by [danpaul88](#) on Tue, 07 Jan 2014 11:55:00 GMT

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Deployable as in it animates up from underground? Those are usually called popup turrets and there are a few scripts that'll handle that sort of thing. TSR uses it for the laser turrets.

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Subject: Re: scripts fast name search method?

Posted by [Stallion](#) on Tue, 07 Jan 2014 12:49:34 GMT

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I am looking for one that a player can plant like the old beacon deployables, but if you or anyone else knows of a script and/or method for doing it that would be great.

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