Subject: Script Debugging - JFW_Debug_Text_File

Posted by General Havoc on Thu, 08 May 2003 23:02:54 GMT

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This may appeal to anyone who uses the custom scripts from the scripts.dll. Basically if you have spent ages on your map and added a script that your not sure is working then this script can help. Basically you can attach it to any object you wish and the game will track everything that happens to it and log it to a text file. For example you could attach it to a Nod refinery building controller and when it is destroyed it will log it in a text file. I have found this particulary useful when using scriptzones, it lets you see whats happenening. Also if you have a script that is in a few parts such as the helipad script, you can attach this script to all of the components and it will tell you what happens.

\\Begin

JFW_Debug_Text_File (this script logs all events that happen to an object to a text file)

Log_File (the filename to use, only one copy of the script can reference a given log file) These get placed in your renegade directory, make sure you put the .txt extension. E.G. Sound_Zone.txt

Description (a description of the object to place in the logs)

Note that because of how renegade works, it probobly wont log ActionComplete or TimerExpired events. Anything else should be logged though.

//End

_General Havoc