
Subject: Re: Scripting Renegade

Posted by [iRANian](#) on Thu, 28 Apr 2011 17:21:39 GMT

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the engine_*.h contain the core functions and variables. bhs.txt and the readme*.txt files contain info on the bhs specific functionality and all the other scripts inside the scripts344 source code. SSGM doesn't really have documentation, just check ssgm.ini a bit for info.

I advise you to first fuck around with LevelEdit a bit to see how things are named and work for a bit, the engine_*.h stuff reflect a lot of the naming. Afterwards start with reading the engine_*.h files, then do all the other scripts inside the scripts.dll source and then move on with the ssgm source. You might be interested in reading the source code to the stuff reborn released & the YaRR source code (it contains a small IRC library and it uses sqlite!).
