
Subject: Re: Singleplayer scripts

Posted by [Neijwiert](#) on Mon, 11 Sep 2017 14:36:46 GMT

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XD_ERROR_XD wrote on Mon, 11 September 2017 04:25May I ask, what do you use to decompile scripts? and do you decompile the whole scripts.dll file at once, or is it possible to decompile a single script at a time?

Thanks!

dubstar wrote on Mon, 11 September 2017 05:23I read somewhere that IDA and Hex-Rays Decompiler are the best tools to use.

Yeah I use IDA Pro + Hex rays. No I just target the scripts that I need. I use the Linux build of the 'scripts' file to decompile, since that one has debug information. The debug information saved a lot of function names.

Also update: I will use this post to post my progress and stuff. Progress for this comment has been M02_objective_Controller, again see GitHub.
