Subject: Re: Singleplayer scripts
Posted by Neijwiert on Tue, 19 Sep 2017 14:14:07 GMT
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I have completed all scripts of M02, including the full code flow analysis.

dblaney1 wrote on Mon, 18 September 2017 14:44Neijwiert wrote on Mon, 18 September 2017 14:13dblaney1 wrote on Mon, 18 September 2017 13:42Open the model that gets animated and then click and drag the animation w3d into the w3dviewer window.

The easiest way to find out if a script is on a preset is to open the objects.ddb in a hexeditor and search for the script name.

Ok, I'll try that. On a side note, I'm getting an error: mss32.dll was not found when trying to start W3dview.exe. Yeah I know how to check if its already on the preset, but I mean if its attached in the level. You know, you can add more scripts to a preset in a level when its that preset is created.

Do the same hexedit trick but on the .ldd file for that level.

Okay, that works nicely. But I don't really know the layout of an LDD file. I have been able to find preset Ids and object Ids. And also the scripts with their params, but I don't know how I can associate an object id with a script. Object ids are declared in the beginning of the file and scripts etc at the end. Would you happen to know what field or how many bytes offset of something where the relation is at?