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Subject: SP Script Editing

Posted by [Eilarais](#) on Mon, 24 Jan 2005 07:15:14 GMT

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I'm trying to make a balance mod for the Renegade SP game, and getting rid of infinite spawning points is a priority for me. My problem is that on mission 04 (the "Stowaway" mission), some of the spawning is done via scripting rather than through spawn points. Does anyone know how to edit variables for scripts in the Level Editor, or if the scripts are documented?

Also, does anyone know where the mission debrief information is stored? I'm talking here about the data the game uses to determine how many stars you get for the mission.

Thanks.

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