Subject: Re: Singleplayer scripts
Posted by Neijwiert on Sat, 09 Sep 2017 20:33:34 GMT

dblaney1 wrote on Fri, 08 September 2017 15:41Cool stuff. Wonder if you can look into figuring out the crazy scripts like the m02_respawn_controller. It seems to be one giant megascript that controls all of the maps cinematics. It has a bunch of scriptzones all over the map. M02_Objective_Zone is attached on most of the zones but with no parameters. It seems like m02_respawn_controller has a bunch of hardcode zone ids that it uses to trigger things.

I actually have very good versions of m02, m07, and m11 that are tailored for a coop server that I made although I am not running them on an actual server at the moment. I have them installed on my test server. If you have a chance let me know and I'll show them to you.

I have decompiled M02_Respawn_Controller, see GitHub. as mentioned before, no code flow analysis has been done (so no proper member field naming yet and comments). I believe this script does not interact that much with the script zones but the other way around. M02_Objective_Zone is pretty big too and I haven't checked out M02_Objective_Controller. I will in the future and when I get to M02 I'll do some proper code flow analysis too.