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.

Subject: SP Script Editing
Posted by jonwil on Mon, 24 Jan 2005 13:26:41 GMT
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all of the scripts for SP are very hard-coded

Subject: Re: SP Script Editing
Posted by Kamuix on Wed, 21 Jun 2006 23:23:33 GMT
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Lets unhard them

Subject: Re: SP Script Editing
Posted by Oblivion165 on Thu, 22 Jun 2006 00:15:26 GMT
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and that should about do it.

Subject: Re: SP Script Editing
Posted by JeepRubi on Thu, 22 Jun 2006 00:53:37 GMT
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ROFL!

Subject: Re: SP Script Editing
Posted by Kamuix on Thu, 22 Jun 2006 03:06:11 GMT

Take a hike richard simmons...!