

---

Subject: postscriptsloaded.lua rewrite \*WIP\*  
Posted by [Keshire](#) on Wed, 13 Nov 2013 20:15:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm only doing this because it's one of the bigger scripts and I keep hearing that that is where some long standing bugs are.

This going to be pretty time consuming, and I'm sure I'll need multiple people to look it over.

### File Attachments

---

- 1) [postscriptsloadedF2.txt](#), downloaded 2813 times
  - 2) [postscriptsloaded.txt](#), downloaded 6216 times
  - 3) [postscriptsloaded.lua](#), downloaded 2931 times
- 

---

Subject: Re: postscriptsloaded.lua rewrite \*WIP\*  
Posted by [Artofeel](#) on Fri, 15 Nov 2013 08:43:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Great!  
so, we only can decompile the original script, not DLC?  
it's sad, because the original works pretty fine...

I'm sorry that I can't help you right now  
as soon as I will have free time, I'll try to help

---

---

Subject: Re: postscriptsloaded.lua rewrite \*WIP\*  
Posted by [Keshire](#) on Fri, 15 Nov 2013 12:43:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Artofeel wrote on Fri, 15 November 2013 00:43Great!  
so, we only can decompile the original script, not DLC?  
it's sad, because the original works pretty fine...

I'm sorry that I can't help you right now  
as soon as I will have free time, I'll try to help

No debug script for the dlcs. The debug scripts make things vastly easier because of line numbers and locals. We can go back in and make the DLC changes after we get the retail version knocked out.

Edit:  
I can't imagine this is working the way it should...

```
WatchDog.AddChickenChaserCallback._Name =  
"WatchDog_WatchDog.AddChickenChaserCallback"
```

---

Subject: Re: postscriptsloaded.lua rewrite \*WIP\*  
Posted by [asmcint](#) on Fri, 15 Nov 2013 21:28:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Keshire wrote on Fri, 15 November 2013 05:43  
I can't imagine this is working the way it should...

```
WatchDog.AddChickenChaserCallBack._Name =  
"WatchDog_WatchDog.AddChickenChaserCallBack"
```

What... the... fuck!?

If I'm reading this right, they're trying to use a variable to list a function, and said variable is longer than the original function!

If I'm not reading this right, then it appears to be some highly redundant code. Either way, what drugs were they on?

---

---

Subject: Re: postscriptsloaded.lua rewrite \*WIP\*  
Posted by [Keshire](#) on Fri, 15 Nov 2013 23:21:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

asmcint wrote on Fri, 15 November 2013 13:28Keshire wrote on Fri, 15 November 2013 05:43  
I can't imagine this is working the way it should...

```
WatchDog.AddChickenChaserCallBack._Name =  
"WatchDog_WatchDog.AddChickenChaserCallBack"
```

What... the... fuck!?

If I'm reading this right, they're trying to use a variable to list a function, and said variable is longer than the original function!

If I'm not reading this right, then it appears to be some highly redundant code. Either way, what drugs were they on?

Ya. There's some crazy things going on.  
It looks like this is meant to be overriding the base function with a replacement function.

Any function that gets defined in WatchDog gets re-tagged as WatchDog\_function, replacing the normal function that runs.

```
name = "WatchDog_" .. name  
watch_dog._Name = name
```

That AddChickenChaserCallBack sticks out because if it was the same as the others it should have been WatchDog\_AddChickenChaserCallBack.  
Obviously I haven't done all the functions yet. I just have them listed out.

---