Subject: Where to find creature names/ script function (?) names
Posted by XanWasting on Mon, 08 May 2023 09:20:06 GMT
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I write this hoping the forum and it's wise men aren't dead yet and could share some wisdom.
Is there a method for pulling all the different item/ creature/ script method names? f.e. I'd like to spawn an eco-warrior villager, maybe even with some specific traits. But even though we have the script injector, and there is a debug command specifically for adding villagers, their entity names (f.e. CreatureVillagerChildFemaleBase , which is one of the very few provided by LiohHead) are hidden as far as I can tell. I know we have an Item list here on forum, so can someone tell me how were item names for it pulled from the game, and if it's possible to do so with NPC types as well?