Subject: Westwood Scripts [M13]

Posted by Troll King on Thu, 05 Jul 2012 20:30:27 GMT

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Hello people, it's me again.

(If you wish to see the link right now, becouse you can't wait to see the scripts. Go down to the bottom of the message.)

DISCLAIMER: I do not claim this is an EXACT copy of the scripts. I've tried to get them as close as I possibly could. I'm still a newb at doing this. Also, I couldn't identify some Script Events (like Created/Custom etc.) and somee local class variables. I left their names as Unknown**. I left some comments in the scripts, also at the Unknown events for hints to discover what event it could be.

Commands->Find_Object is often used and I rarely check what object it is looking for so I just named those GameObject *SearchObj**.

DO NOT TRUST THE ActionParamsStructs COMPLETLY BECOUSE IT IS VERY HARD FOR ME AT THIS TIME TO KNOW EXACTLY HOW IT WAS USED, IT'S ONLY A CLOSE REFLECTION HOW IT MUST HAVE LOOKED LIKE.

It is true that all the names of variables are made up by me. All their names are lost FOREVER and are most likely NOT the same as the original. Altough all strings are EXACTLY the same as the original.

This release contains the following scripts:

MX0 A02 ZONE DEFAULT ON

MX0_A02_DEFAULT_OFF

MX0 A02 HELICOPTER

MX0_A02_ZONE_STARTUP

MX0_A02_GDI_APC

MX0_A02_GDI_MEDTANK

MX0 A02 GDI VEHICLE

MX0_A02_ACTOR

MX0_A02_Controller

MX0_A03_END_ZONE

MX0 A03 NOD TURRET

MX0_A03_TROOPER_ONE_TEST

MX0 A03 FIRST PLAYER ZONE

MX0 A03 HAVOC TANK

MX0 A03 GDI TROOPER ONE

MX0 A03 NOD HARVESTER

MX0_A03_NOD_TROOPER_TIB_DEATH

MX0 A03 NOD BUGGIE

MX0_A03_TANK

MX0_A03_HUMVEE

MX0_A03_CONTROLLER_DAK

MX0 A03 GDI TANK DROP ZONE DAK

MX0 A03 GDI TROOP DROP ZONE DAK

MX0 A03 GDI INFANTRY

MX0 NOD INFANTRY

MX0_GDI_ORCA

MX0_A03_NOD_PLACED_MINIGUNNER

DAK_MX0_Sec_3_Humvee

MX0_KillNotify

MX0_SniperAction

MX0_AmbientBattle

MX0_NOD_TroopDrop

MX0 Kill Sniper

MX0_Engineer_Goto2

MX0_Engineer_Goto

MX0_Engineer_Return

MX0_Engineer2

MX0_Engineer1

MX0_MissionStart_DME

MX0 Explosive Barrels DLS

MX0_Plant_lon_Beacon_DLS

MX0_Nod_Bunker_DLS

MX0 SAM DLS

MX0_Nod_RocketSoldier_DLS

MX0_Gun_Emplacement_DLS

MX0_GDI_Soldier_DLS

MX0 GDI Killed DLS

MX0_Obelisk_Weapon_DLS

MX0 Vehicle DLS

MX0_Area4_Zone_DLS

MX0 Area4 Controller DLS

I'm quiete certain that these are ALL the MX0 (aka M13) scripts.

I only ask these things from you:

Please do not claim that this release was yours (feel free to decompile them yourself, but do not use my link as yours).

Please do give me feedback about this, these scripts have cost me alot of time

Happy Modding!

Q: So why the MX0 scripts you ask?

A: Becouse I'm making that mission compatible with multiplayer in my server.

And also becouse it's the first mission.

Q: Do all the numbers in there resemble the original numbers?

A: Most likely yes, but I cannot guerantee that.

Most negative floats are incorrect. Some aren't (I put comments there)

Q: Why are some negative floats correct and most incorrect?

A: Becouse it costs me alot of time to find out the real number. If you really DO need to have the float contact me.

Q: What help text number is this from the Commands->Set_HUD_Help_Text?
A: I have not a clue, nor do I know what all other numbers resemble for example from Create_Logical_Sound.

Q: What does Debug_Message?

A: Dunno.

Special thanks to JonWil, for helping me out by indicating what program I should use etc.

HERE COMES THE ALMIGHTY LINK TO THEM!!@@#%%^&

http://pastebin.com/tijWAba9

File Attachments

1) Neijwiert_MX0_Scripts.h, downloaded 325 times