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_Ion_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 389 times

Subject: Re: Westwood Scripts [M13]
Posted by zunnie on Thu, 05 Jul 2012 20:33:52 GMT
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Nice stuff, well done

Subject: Re: Westwood Scripts [M13]
Posted by iRANian on Fri, 06 Jul 2012 10:57:21 GMT
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You should attach the scripts as a .txt or .cpp file, pastebin deletes entries in month or so. Great job btw.

Subject: Re: Westwood Scripts [M13]
Posted by Troll King on Fri, 06 Jul 2012 12:26:02 GMT
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Though I did define expire date: never. Anyway I need to find a solid place where I can put that stuff. Anybody?

Subject: Re: Westwood Scripts [M13]
Posted by Xpert on Fri, 06 Jul 2012 12:29:45 GMT
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Uploading the files here? lol

Subject: Re: Westwood Scripts [M13]
Posted by Troll King on Fri, 06 Jul 2012 12:32:32 GMT
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Oops.. Didn't know you could hehe... But also it will most likely NOT compile becouse I used like
words unknown in certain Vector3 s
and unknown is not defined. So yeah im just gonna give seperate file but you cannot just simply
add it to your solution. Extra note if you do manage to get some scripts compiled (of course that is
possible) do not use the same name where it is registered (ie ScriptRegistrant).

Subject: Re: Westwood Scripts [M13]
Posted by Troll King on Fri, 06 Jul 2012 12:39:07 GMT
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FILE ADDED

Subject: Re: Westwood Scripts [M13]
Posted by Gen_Blacky on Fri, 06 Jul 2012 15:48:57 GMT
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Great job.