Subject: Singleplayer scripts
Posted by Neijwiert on Thu, 07 Sep 2017 20:47:47 GMT
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TL;DR See bottom of post

EDIT: Using this post as overall progress report. The completed/uncompleted lists now contain all the scripts I have.

Hello, here I am again after some time. I am re-releasing M13 reversed engineered scripts. Why? You may ask.. Well because of the following:

- I was bored and wanted to learn more and improve upon myself
- The first release was total shit (http://www.renegadeforums.com/index.php?t=msg&goto=470778& and http://www.renegadeforums.com/index.php?t=tree&th=39557&) It was one big file, non-compileable maybe like 60-70% accurate decompilation and no code flow analyzation had been done.
- Because I can.

This release should be like 99.99% close to what the original scripts were. I have a lot of confidence that you could replace all original scripts with these and make M13 run normal. I pretty much decompiled every. single. script. that is used in some way in M13 (Including, but not limited to some M00 scripts). I even included some scripts that mention M13, but aren't used in any way.

Also note: the release contains 2 txt files: Completed.txt and Uncompleted.txt. What these files mean is that completed has FULL code flow analysis (e.g. proper local/member variable names and comments). The uncompleted file contains some scripts that are still missing some parts. This is because I was unable to find the code flow for those parts. I've marked those parts with TODO labels, in-case I find them later, or somebody else does. So again, the scripts marked uncompleted will function correctly/the same as the original.

Also, Also, I included all cinematic files that are used (that I know of)

Now a list of released scripts:

Completed
Toggle Spoiler
Havoc_Script
MX0_Engineer_Goto
M00_Soldier_Powerup_Disable
M00_Send_Object_ID
MX0_NOD_TroopDrop
M00_Play_Sound
MX0_A02_ZONE_STARTUP
M00_Cinematic_Attack_Command_DLS
M00_Cinematic_Kill_Object_DAY
M00_Disable_Loiter_DAY

M00 Generic Conv DME

MX0_SniperAction

MX0_KillNotify

MX0_Engineer_Goto2

MX0_A02_GDI_APC

MX0_A02_GDI_VEHICLE

MX0 A02 HELICOPTER

MX0_A02_GDI_MEDTANK

MX0 A03 TANK

MX0_A03_NOD_PLACED_MINIGUNNER

M00 Nod Turret

MX0 A03 NOD TURRET

MX0_GDI_ORCA

MX0_A03_NOD_HARVESTER

MX0_A03_NOD_BUGGIE

MX0_Area4_Zone_DLS

MX0 Nod Bunker DLS

M01 Destroyed SAMSITE JDG

M03 Destroyed SAM Site

MX0 GDI Killed DLS

MX0_Explosive_Barrels_DLS

MX0 Plant Ion Beacon DLS

MX0 A03 FIRST PLAYER ZONE

MX0_A03_GDI_TROOP_DROP_ZONE_DAK

MX0_A03_GDI_INFANTRY

MX0 A03 CONTROLLER DAK

MX0_MissionStart_DME

MX0 Engineer1

MX0 Engineer2

MX0 GDI Soldier DLS

MX0 A03 END ZONE

MX0_Vehicle DLS

MX0 SAM DLS

MX0_Nod_RocketSoldier_DLS

MX0_Gun_Emplacement_DLS

MX0 A03 GDI TROOPER ONE

M00 BuildingStateSoundController

M00 BuildingStateSoundSpeaker

M00 Soldier Powerup Grant

M00 Damage Modifier DME

M00 Powerup Destroy

M00 Disable Transition

M00_Play_Sound_Object_Bone_DAY

M00_Disable_Physical_Collision_JDG

M00 Vehicle Regen DAK

M02_Nod_Jet_Waypath

M02 Mendoza

M02 Nod Jet

- M02 Nod Sakura
- M02 GDI Helicopter
- M02_Reset_Spawn
- M02_Destroy_Vehicle
- DLS_Where_Am_I
- M02 Helipad
- M01 Barn Truck JDG
- M02_Destroy_Objective
- M02 Nod Convoy Truck
- M02 Dam MCT
- M02_Encyclopedia_Reveal
- M02 Commando Start
- M02 Data Disk
- M02_Approach_Vehicle
- M02_GDI_Soldier
- M02_Nod_Apache
- M02 Nod Soldier
- M02_Nod_Vehicle
- M02 Obelisk
- M02_Objective_Controller
- M02_Objective_Zone
- M02 Player Vehicle
- M02 Power Plant
- M02 Respawn Controller
- M02_Stationary_Vehicle
- M03 SAM Site Logic
- M07_Disable_Hibernation
- M01 First AutoRifle JDG
- M01 Flyover Generic Script JDG
- M01 FP BaseToBase NorthSouth Contoller JDG
- M01 FP BaseToBase SouthNorth Contoller JDG
- M01 FP GDIOcean NorthSouth Contoller JDG
- M01_FP_GDIOcean_SouthNorth_Contoller_JDG
- M01_FP_NodBase_NorthSouth_Contoller_JDG
- M01_FP_NodBase_SouthNorth_Contoller_JDG
- M01 FP NodBase EastWest Contoller JDG
- M01_FP_NodBase_WestEast_Contoller_JDG
- M01 FP NodBase Dogfight Contoller JDG
- M01 Announce First ObjectiveZone JDG
- M01 GDI BeachGuy01 JDG
- M01 Beach Datadisc JDG
- M01 ConDropZone JDG
- M01 Use Ladder Zone JDG
- M01_Base_StartZone_JDG
- M01 Base GDI Fodder JDG
- M01_AccessDenied_Zone_JDG
- M00 No Falling Damage DME
- M00 HealthMedal TextMessage

- M00_C130_Explosion M00_BUILDING_EXP M00_ArmorMedal_Tex
- M00 BUILDING EXPLODE NO DAMAGE DAK
- M00_ArmorMedal_TextMessage_JDG
- M00_Obelisk_Weapon
- M01_C130_Dropoff_Dude_JDG
- M01_SniperRifle_02_JDG
- M01_SniperRifle_02_AirdropZone_JDG
- M01_GDIBase_FirstChinookMinigunnerGuy_JDG
- M01 Nod Truck JDG
- M01_Base_Nod_Minigunner_JDG
- M01_C4_TutorialScript_JDG
- M01_SniperRifle_01_JDG
- M01_SniperRifle_01_Target_JDG
- M01_HON_FrontDoor_Evacuator_JDG
- M01_CommCenter_Evacuator_JDG
- M01_HarvesterScript_New_JDG
- M01 KeyCard01 Script JDG
- M01 Tiberium Cave Helicopter JDG
- M01 Nod Chinook Reinforcement Guy JDG
- M01_Hunt_The_Player_JDG
- M01_Evac_TroopBone_JDG
- M01 POW Nod Minigunner01 JDG
- M01 BackPath EntranceZone JDG
- M01_BasalBuilding_Population_JDG
- M01_QuickSave_Zone_JDG
- M01 TriggerZone GDIBase BaseCommander JDG
- M01_Duncan_Assailer_JDG
- M01_MiniGunner_Point_Guard_JDG
- M01 BackPath NodGuy JDG
- M01 TibCave01 Datadisc JDG
- M01 BarnArea NOD Commander Trigger Zone02 JDG
- M01_RealLightTank_TriggerZone_JDG
- M01_Announce_TankAirstrikeZone_JDG
- M01_GuardTower02_NewSniperTarget_JDG
- M01 GDI GuardTower02 SniperRifle JDG
- M01 GDIBase AI ExitZone JDG
- M01_Player_is_Entering_GDI_Base_Zone
- M01_PlayerLeaving_BarnArea_Zone_JDG
- M01 Player is Leaving GDI Base Zone
- M01 PlayerEntering BarnArea Zone JDG
- M01 Barn Point Guard 01 JDG
- M01 C4 Tutorial Zone JDG
- M01 FodderHovercraft Script JDG
- M01_Medium_Tank01_JDG
- M01 Medium Tank JDG
- M01_Sinking_Gunboat_JDG
- M01 Gunboat Spawn Hovercraft Zone JDG
- M01 Barn EntryZone JDG

- M01_Barn_Door_Guard_JDG
- M01 Barn Talk Guard 01 JDG
- M01_Shed_Datadisc_JDG
- M01_Player_Is_Entering_Tailgun_Alley_Backway_JDG
- M01_Tunnel_Exterior_Zone
- M01_Tunnel_Interior_Zone
- M01_Player_Is_Entering_Tailgun_Alley_JDG
- M01_TurnOff_TankReminder_Zone_JDG
- M01 HON Commander Guy
- M01 Lose Any Church Escorts Zone 02
- M01_Player_Is_Crossing_Bridge_Zone
- M01 Waterfall Exterior Zone
- M01_Waterfall_Interior_Zone
- M01 TibCave StartZone JDG
- M00_VisceroidInnate_DAY
- M01_TibCave02_Datadisc_JDG
- M01 Player Is Crossing Bridge Via Cave Zone
- M01_Tiberium_Cave_Spawn_Helicopter_Zone_JDG
- M01_Entering_Church_Area_Zone
- M01_Player_Is_Crossing_Bridge_Via_Church_Zone
- M01_Church_Loveshack_InterrogationConv_Zone_JDG
- M01 Church Guard MiniGunner JDG
- M01 Priest Datadisc JDG
- M01 Nod GuardTower 01 Enter Zone JDG
- M01_GuardTower_Sniper_Target_JDG
- M01 Turn on the Hand of Nod Zone JDG
- M01_Lose_Any_Church_Escorts_Zone
- M01 Announce Hand of Nod Zone
- M01 ChurchArea Spawner Guy JDG
- M01 Whack A Mole Enter Zone JDG
- M01 Nod GuardTower 03 Enter Zone JDG
- M01 HON Medlab DropOff Guy JDG
- M01_Lose_Any_HON_Escorts_Zone
- M01_HandOfNod_SAMSite_Script
- M01_Hand_Of_Nod_Exterior_Zone
- M01 Hand Of Nod Interior Zone
- M01_Havoc_Out_WarroomZone_JDG
- M01 Havoc In WarroomZone JDG
- M01 HON Escorts Warroom MCT ZoneController JDG
- M01 HON Escorts Warroom MCT Protector01 JDG
- M01 HON Escorts Warroom MCT Protector02 JDG
- M01 Hand Of Nod Grunt Zone
- M01 Hand of Nod Building Script JDG
- M01_Hand_Of_Nod_Dojo_Zone
- M01 Civ To Minigunner Guy JDG
- M01_HON_Paintball_Team_02_JDG
- M01 HON Paintball Team 01 JDG
- M01_Right_Interrogation_Room Enter Zone JDG

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M01 Left Interrogation Room Enter Zone JDG
M01 HON RedKey Zone JDG
M01_Medlab_Datadisc_JDG
M01 UnScramble Radar Zone
M01_Scramble_Radar_Zone
M01_Lose_Any_HON_Escorts_Zone 02
M01 Announce Prisoner Objective Zone
M01_Comm_Center_Building_Script_JDG
M01 CommCenter SAMSite Script
M01 Comm Center_Exterior_Zone
M01 Comm Center Interior Zone
M01 Comm Mainframe PogZone 01 JDG
M01_Comm_Mainframe_PogZone_02_JDG
M01 Comm Mainframe PogZone 03 JDG
M01_Comm_Base_Commander_Conv_Start_Zone_JDG
M01_Comm_Base_Commander_JDG
M11 Temple Hologram 01 JDG
M01 Obelisk UpdateDisc JDG
M01 Mainframe Tutorial Zone JDG
M01 Detention GuardTower Enter Zone JDG
M01 MovieProjector JDG
M01 TurretBeach GDI Guy 02 JDG
M01 HON BackDoor Evacuator JDG
M01 Base GDI Grenadier JDG
M01_Ambient_Sound_Controller_JDG
M01 Mission Controller JDG
M01_Whack_A_Mole_Minigunner_JDG
M01_HON_Easy_Spawned_Guy_01_JDG
M01 HON Easy Spawned Guy 02 JDG
M01_HON_Easy_Spawned_Guy_03_JDG
M01 COMM Chinook Spawned Soldier GDI
M01_HON_Chinook_Spawned_Soldier_01_GDI_JDG
M01_HON_Chinook_Spawned_Soldier_02_GDI_JDG
M01_HON_Chinook_Spawned_Soldier_03_GDI_JDG
M01_HON_Chinook_Spawned_Soldier_04_GDI_JDG
M01 TurretBeach Chinook Spawned Soldier NOD
M01_GDIBaseCommander_EvacController_JDG
M01 GDIBaseCommander Air Evac Waypath JDG
M01 GDIBaseCommander Air Evac Chopper JDG
M01 GDIBaseCommander Air Evac Rope JDG
M01 GDIBase POW Conversation Controller JDG
M01_GDIBase_POWEncounter02_Controller_JDG
M01_GDIBasePOW_Air_Evac_Waypath_JDG
M01_GDIBasePOW_Air_Evac_Chopper_JDG
M01 GDIBasePOW Air Evac Rope JDG
```

M01_Base_POW01_JDG M01_Base_POW02_JDG

M01_Duncan_InHere_ConvController_JDG

- M01 Commander Shack Zone JDG
- M01 GDIBase BaseCommander JDG
- M01_Airstrike_Controller_JDG
- M01 Deco LightTanks JDG
- M01_GuardTower02_Sniper_TowerZone_JDG
- M01_GuardTower02_Sniper_Target01_JDG
- M01_GuardTower02_Sniper_Target02_JDG
- M01_GDI_GuardTower_NOD_Commander_JDG
- M01 GDIBase RealLightTank JDG
- M01 Billys Conversation Zone JDG
- M01_Hovercraft_Explosion_Controller_JDG
- M01 TurretBeach Turret 01 Script JDG
- M01_TurretBeach_FodderHovercraft_Controller_JDG
- M01_Medium_Tank_Tunnel_Squish_Guy_JDG
- M01_TurretBeach_Engineer_JDG
- M01_GunboatAction_Controller_JDG
- M01_Initial_Gunboat_Script_JDG
- M01 BarnArea EvacMonitor JDG
- M01 BarnArea Air Evac Waypath JDG
- M01_BarnArea_Air_Evac_Chopper_JDG
- M01_BarnArea_Air_Evac_Rope_JDG
- M01 Barn Prisoner 01 JDG
- M01 Barn Prisoner 02 JDG
- M01 Barn Prisoner 03 JDG
- M01_Barn_Babushkas_Conversation_Zone_JDG
- M01 BarnArea Al ExitZone JDG
- M01_Tank_Entering_Tunnel_Zone_JDG
- M01_MediumTank_ReminderZone_JDG
- M01 TailGun 01 JDG
- M01 TailGun 02 JDG
- M01 TailGun 03 JDG
- M01 GDIBase LightTank JDG
- M01_GDI_Base_Spawner_Controller_JDG
- M01_CantBring_MediumTank_ThroughHereZone_JDG
- M01_TailgunRun_NOD_Commander_JDG
- M01 Visceroid01 JDG
- M01_Visceroid02_JDG
- M01 Visceroid03 JDG
- M01 Visceroid NodGuy01 JDG
- M01 Visceroid NodGuy02 JDG
- M01 Tailgun Run Spawner Controller JDG
- M01_TiberiumCave_UpThere_NodGuy_JDG
- M01 TibField Guard01 New JDG
- M01_Interior_Nun_Conversation_Zone_JDG
- M01 GDI Escort Conversation Controller GDI
- M01_ChurchArea_EvacMonitor_JDG
- M01 Church EvacController JDG
- M01 ChurchArea Air Evac Waypath JDG

- M01_ChurchArea_Air_Evac_Chopper_JDG
- M01 ChurchArea Air Evac Rope JDG
- M01_CHURCH_Chinook_Spawned_Soldier01_GDI
- M01 CHURCH Chinook Spawned Soldier02 GDI
- M01_Church_Exterior_MiniGunner_JDG
- M01_Church_LoveShack_MiniGunner_JDG
- M01 Church LoveShack Nun JDG
- M01_Priest_Conversation_Zone_JDG
- M01 Loveshack Nun Conversation Zone JDG
- M01 Church Balcony MiniGunner JDG
- M01 Church Priest JDG
- M01 Church Interior Nun JDG
- M01_ChurchArea_NOD_Commander_JDG
- M01_ChurchArea_Spawner_Controller_JDG
- M01_Whack_A_Mole_Exit_Zone_JDG
- M01_HON_WarroomController JDG
- M01_HON_Escorts_Warroom_MCT_Commander_JDG
- M01_HON_Engineer02_JDG
- M01_GiveMCTSpeech_Zone_JDG
- M01_HON_Cafeteria_Walking_Guy_JDG
- M01_HON_Cafeteria_Eating_Guy_JDG
- M01 HON Dorm RocketGuy JDG
- M01_HON_Dorm_ChemGuy_JDG
- M01 HON Dorm MiniGunner JDG
- M01_HON_Dorm_FlameGuy_JDG
- M01 HON Dorm Crapper JDG
- M01_HON_Dojo_Trainer_JDG
- M01 HON Dojo Civ 01 JDG
- M01 PaintballRoom ChatterController JDG
- M01_Interrogation_Room_Surprise_Guy_JDG
- M01 BuggyNew Controller JDG
- M01_BuggyScript_New_JDG
- M01_Comm_Stationary_Tech_JDG
- M01_Comm_Upstairs_Guard_JDG
- M01_Comm_Repair_Engineer_JDG
- M01 Comm ComputerRoom Tech JDG
- M01_Comm_Center_Player_Terminal_Zone
- M01 GateSwitch Tutorial Zone JDG
- M01 Comm Center Pen Gate
- M01 DetentionPen CivDeathMonitor
- M01 PrisonPen Civilian JDG
- M01 Propaganda Sounds Controller JDG
- M01 DetentionPen GDIDeathMonitor
- M01_PrisonPen_POW_JDG
- M01 TurretBeach GDI Guy 01 JDG
- M01_Nod_Commander_Conversation_Controller_GDI
- M01_GDIBase_EvacMonitor_JDG
- M01 Objective Pog Controller JDG

M01 DataDisc TextController JDG

M01 GDI Base Artillery Controller JDG

M01_Base_GDI_Minigunner_JDG

M03_Cine_Explosion

M03_Damage_Modifier_All

M03_Killed_Sound

RMV_Trigger_Killed

M03_AggAndCover

RMV Home Point

M03 Beach Radio

M10 Pokeable Item OnePoke

M03 Past Pillbox

M03_Reinforcement_Chinook

M03_No_More_Parachute

M03_Beach_Turret

M03_Destroyed_Turret

M03 Wheres The Star

RMV Trigger Zone

M09 Innate Activate

M00_Reveal_Enc_Character_DAY

M03_DataDiscMessage

RMV_Trigger_Zone_2

RMV Hostage Rescue Point

M03_Zone_Enabled_Spawner

M03_Killed_Disabled_Spawner

M10 Stationary

M03_Structure_Powerup_Drop

M03 Destroyed Chinook

M08 Nod Turret

M03 Engineer Repair

M03 Tiberium Cave Stay Put

M03 Ambient Birdcall Controller JDG

M03_Radar_UnScramble

M10_Elevator_All_Zone

M03_Power_Plant

M03 Base Patrol

M03_Protect_The_MCT

RMV Camera Behavior

M03 Technician Work

M03 Mct Poke

RMV M03 Comm Center Terminal

Sakura Killed

M03_Sakura_Explosion

M03_Officer_With_Key_Card2

M06 Activate Secret Door

M03_Holograph_EntryZone_JDG

M03 KaneHead JDG

RMV Volcano And Lava Ball Creator

RMV Engine Sound

M03_Refinery

M03_Officer_With_Key_Card

M03_Key_Card

M00_InnateIsStationary

M09_Attack_Blocked_False

M03_Mission_Complete_Zone

RMV_Trigger_Poked

M00_Trigger_When_Destroyed_RMV

M03 Beach Scenario Controller

M00_Object_Create_RMV

M03 Intro Substitute

M00_Put_Script_On_Commando

M00_Damaged_Warning

M03_Initial_Powerups

M03_Commando_Script

M03 Objective Controller

M03_Objective_Tracker

M03 Chinook Reinforcements

M03_Gunboat_Controller_RMV

DLS Volcano Stumble

M03 Beach Reinforce

M03_Chinook_ParaDrop

M03 Paratrooper Run

M03_Conversation_Zone

M03 Staged Conversation 1

M09_Innate_Disable

M00_Trigger_When_Killed_RMV

M03 Alternate Sam Site

M03 Chinook Fodder Creator

M03 Inlet Nod Reinforcements

M00_Object_Destroy_Self_RMV

M03_Engineer_Target

RMV_Test_Big_Gun_Turning

M03_Radar_Scramble

M10 Elevator All Controller

M03 ConYardSeen

M03 PowerPlant Warning

M03 Announce PowerPlant Controller JDG

M03_Area_Troop_Counter

M03 Reinforce Area

M03_CommCenter_Arrow

M03_CommCenter_Warning

M03_Comm_Killed

M03_Announce_CommCenter_Controller_JDG

M03_Flyover_Controller

M03 Base Harvester

RMV Engineer Wander

M03 Announce Refinery Controller JDG DLS Volcano Active // Below are scripts that are not used, but they are present MX0 A02 DEFAULT OFF MX0_A02_ZONE_DEFAULT_ON MX0 A03 HAVOC TANK MX0_A03_TROOPER_ONE_TEST MX0 A03 GDI TANK DROP ZONE DAK DAK MX0 Sec 3 Humvee MX0 AmbientBattle MX0 Kill Sniper MX0_Engineer_Return M01_GDI_GuardTower_02_Enter_Zone_JDG M01_ConYard_Dropoff_Dude_JDG M01_GDI_BaseCommander_Backside_EntryZone_JDG M01 GDIBase BackPath NodGuy JDG M01 GDIBase LightTank PastTunnelZone JDG M01 BarnArea NOD Commander Trigger Zone JDG M01 GDIBase FirstChinookFlamethrowerGuy JDG M01 GDIBase FirstChinook_Script_JDG M01 Nod GuardTower Tailgun JDG M01_DetentionGDI_Air_Evac_Chopper_JDG M01 DetentionGDI_Air_Evac_Waypath_JDG M01_DetentionPen_Evac_Controller02_JDG M01 DetentionCiv Air Evac Chopper JDG M01_DetentionCiv_Air_Evac_Waypath_JDG M01 DetentionPen Evac Controller01 JDG M01 Barn Point Guard 02 JDG M01 Nod GuardTower 02 Enter Zone JDG M01 TailgunRun Spawner Guy JDG M01 GDI Base Spawner Guy JDG M01_GDI_Toolshed_PatrolGuy_JDG M01_Comm_MCT_Placeholder_JDG M01_HON_MCT_Placeholder_JDG M01 Comm Kane n Havoc Conv Start Zone JDG M01_Tailgun_02_SpawnApache_Zone_JDG M01 TailGunner 03 JDG M01 TailGunner 02 JDG M01 TailGunner 01 JDG M01 Interrogation Room L03 Keycard JDG M01_Flamethrower_Point_Guard_JDG M01 Announce Barn Objective Zone M01_COMM_Commander_Guy M03 Goto Star M03_Staged_Conversation_Soldier M03 Big Gun Explosion

M03 Tailgun Fodder

M03_Tailgun_Fodder_Zone
M03_Tailgun
M03_Chinook_Spawned_Soldier_GDI
M03_Beach_Soldier_GDI
M03_Inlet_Soldier_GDI
M03_Chinook_Drop_Soldiers_GDI
M03_Move_Commando_To_Start
M03_CommCenter_SateliteDish_Controller_JDG
M03_Outro_Cinematic
M03_A05_Evac_Zone

Uncompleted:

Toggle Spoiler
M08_Petra_C_Helo
MX0_A03_HUMVEE
MX0_NOD_INFANTRY
MX0_A03_NOD_TROOPER_TIB_DEATH
MX0_Area4_Controller_DLS
MX0_Obelisk_Weapon_DLS
MX0_A02_ACTOR
MX0_A02_Controller
M00_Nod_Obelisk

Now this took me some time to do, but don't be a party pooper and steal my shit and claim it as yours. I've put the GPL-3.0 licence on here, which basically means you can do anything you want but you've got to mention my credits. I might plan on continuing, but I might not. Maybe in a day/week/month/year, who knows.

Feel free to contact me for any mistakes/additions/changes that need to be made.

Disclaimer: I have not tested any script whatsoever, but again I'm pretty confident this time around. I've put alot more care in my analyzation this time

Note #2: I compiled this in VS2017 Enterprise with VS2012 XP build tools. However you should be able to open it in express too, just be sure you have VS2012 with at least update 1 to enable the VS2012 XP build tools in later versions.

Note #3: @JonWil or somebody else from TT feel free to add this to the scripts release. If you'd like to change the licence header to that of all the other files that is no problem, but can it atleast have my name in it? It would be really cool to see something I've made come in a release of TT scripts.

GitHub link: https://github.com/Neijwiert/C-C-Renegade-Mission-Scripts

Posted by dblaney1 on Fri, 08 Sep 2017 22:41:08 GMT

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Cool stuff. Wonder if you can look into figuring out the crazy scripts like the m02_respawn_controller. It seems to be one giant megascript that controls all of the maps cinematics. It has a bunch of scriptzones all over the map. M02_Objective_Zone is attached on most of the zones but with no parameters. It seems like m02_respawn_controller has a bunch of hardcode zone ids that it uses to trigger things.

I actually have very good versions of m02, m07, and m11 that are tailored for a coop server that I made although I am not running them on an actual server at the moment. I have them installed on my test server. If you have a chance let me know and I'll show them to you.

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Sat, 09 Sep 2017 09:52:25 GMT

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Ok I'll continue with M02 then instead of M01. Not sure how looking at a modded version of the original level would help me though. I can just open up the original ones. Do you know where this respawn controller is located? or maybe the object id? Mind you, its pretty tough to do an analysis if its situated at the end of the level, altough decombilation should be no problem

EDIT: lol you're not wrong that it does alot. Member fields alone makes it 276 bytes big. It's probably gonna take some time to do this one.

Subject: Re: Singleplayer scripts

Posted by sla.ro(master) on Sat, 09 Sep 2017 12:13:32 GMT

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I would love to see how M03_Goto_Star is done;p

awesome work

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Sat, 09 Sep 2017 14:33:34 GMT

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sla.ro(master) wrote on Sat, 09 September 2017 05:13I would love to see how M03_Goto_Star is done;p

awesome work

Sure will look at that one too, again the same here. May not be able to do proper analysis of the code flow without all the other scripts. But decompilation should be no problem.

EDIT: Done, see GitHub

Subject: Re: Singleplayer scripts

Posted by dblaney1 on Sat, 09 Sep 2017 19:10:53 GMT

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sla.ro(master) wrote on Sat, 09 September 2017 05:13I would love to see how M03_Goto_Star is done;p

awesome work

Jerad has a clone of that script with a bunch of fixes on it as well. It doesn't break if the closest player is in an area with no pathfinding. It will go to the next closest player in that case. Its probably a better one to use for any coop maps since it was designed with multiple players in mind.

JMG_Utility_AI_Goto_Player

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Sat, 09 Sep 2017 20:33:34 GMT

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dblaney1 wrote on Fri, 08 September 2017 15:41Cool stuff. Wonder if you can look into figuring out the crazy scripts like the m02_respawn_controller. It seems to be one giant megascript that controls all of the maps cinematics. It has a bunch of scriptzones all over the map. M02_Objective_Zone is attached on most of the zones but with no parameters. It seems like m02_respawn_controller has a bunch of hardcode zone ids that it uses to trigger things.

I actually have very good versions of m02, m07, and m11 that are tailored for a coop server that I made although I am not running them on an actual server at the moment. I have them installed on my test server. If you have a chance let me know and I'll show them to you.

I have decompiled M02_Respawn_Controller, see GitHub. as mentioned before, no code flow analysis has been done (so no proper member field naming yet and comments). I believe this script does not interact that much with the script zones but the other way around. M02_Objective_Zone is pretty big too and I haven't checked out M02_Objective_Controller. I will in the future and when I get to M02 I'll do some proper code flow analysis too.

Posted by dblaney1 on Sun, 10 Sep 2017 01:50:33 GMT

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Neijwiert wrote on Sat, 09 September 2017 13:33dblaney1 wrote on Fri, 08 September 2017 15:41Cool stuff. Wonder if you can look into figuring out the crazy scripts like the m02 respawn controller. It seems to be one giant megascript that controls all of the maps cinematics. It has a bunch of scriptzones all over the map. M02_Objective_Zone is attached on most of the zones but with no parameters. It seems like m02_respawn_controller has a bunch of hardcode zone ids that it uses to trigger things.

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Yeah sorry, I meant m02 objective controller and M02 Objective Zone interact with each other a bunch.

Subject: Re: Singleplayer scripts

Posted by XD ERROR XD on Mon, 11 Sep 2017 11:25:37 GMT

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May I ask, what do you use to decompile scripts? and do you decompile the whole scripts.dll file at once, or is it possible to decompile a single script at a time?

Thanks!

Subject: Re: Singleplayer scripts

Posted by dubstar on Mon, 11 Sep 2017 12:23:51 GMT

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I read somewhere that IDA and Hex-Rays Decompiler are the best tools to use.

Posted by sla.ro(master) on Mon, 11 Sep 2017 14:25:17 GMT

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dubstar wrote on Mon, 11 September 2017 15:23I read somewhere that IDA and Hex-Rays Decompiler are the best tools to use.

Yes and no, it's far from perfect, its good that you can have asm file, but in rest is manually done

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Mon, 11 Sep 2017 14:36:46 GMT

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XD_ERROR_XD wrote on Mon, 11 September 2017 04:25May I ask, what do you use to decompile scripts? and do you decompile the whole scripts.dll file at once, or is it possible to decompile a single script at a time?

Thanks!

dubstar wrote on Mon, 11 September 2017 05:23I read somewhere that IDA and Hex-Rays Decompiler are the best tools to use.

Yeah I use IDA Pro + Hex rays. No I just target the scripts that I need. I use the Linux build of the 'scripts' file to decompile, since that one has debug information. The debug information saved a lot of function names.

Also update: I will use this post to post my progress and stuff. Progress for this comment has been M02_objective_Controller, again see GitHub.

Subject: Re: Singleplayer scripts

Posted by dubstar on Mon, 11 Sep 2017 21:46:43 GMT

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alternatively

rec studio

http://www.backerstreet.com/rec/rec.htm

Subject: Re: Singleplayer scripts

Posted by jonwil on Mon, 11 Sep 2017 21:54:09 GMT

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IDA Pro + HexRays is the only way to go when reverse engineering complex things like Renegade. Nothing else even comes close

Subject: Re: Singleplayer scripts

Posted by Gen_Blacky on Tue, 12 Sep 2017 04:30:25 GMT

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Very nice.

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Tue, 12 Sep 2017 13:42:56 GMT

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dblaney1 wrote on Fri, 08 September 2017 15:41Cool stuff. Wonder if you can look into figuring out the crazy scripts like the m02_respawn_controller. It seems to be one giant megascript that controls all of the maps cinematics. It has a bunch of scriptzones all over the map. M02_Objective_Zone is attached on most of the zones but with no parameters. It seems like m02_respawn_controller has a bunch of hardcode zone ids that it uses to trigger things.

I actually have very good versions of m02, m07, and m11 that are tailored for a coop server that I made although I am not running them on an actual server at the moment. I have them installed on my test server. If you have a chance let me know and I'll show them to you.

I have finished M02_Objective_Zone. You can look at the hardcoded customs and ids now if you want. it is still missing full code flow analysis though.

Subject: Re: Singleplayer scripts

Posted by dblaney1 on Tue, 12 Sep 2017 17:26:09 GMT

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Neijwiert wrote on Tue, 12 September 2017 06:42dblaney1 wrote on Fri, 08 September 2017 15:41Cool stuff. Wonder if you can look into figuring out the crazy scripts like the m02_respawn_controller. It seems to be one giant megascript that controls all of the maps cinematics. It has a bunch of scriptzones all over the map. M02_Objective_Zone is attached on most of the zones but with no parameters. It seems like m02_respawn_controller has a bunch of hardcode zone ids that it uses to trigger things.

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I have finished M02_Objective_Zone. You can look at the hardcoded customs and ids now if you want. it is still missing full code flow analysis though.

Cool thanks. If you don't mind m02_nod_apache would be cool as well.

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Tue, 12 Sep 2017 20:19:22 GMT

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I have completed M02_Nod_Apache. I see that it used WaypathSplined too from ActionParamsStruct but I have no idea what that actually does. Could @JonWil explain perhaps?

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Thu, 14 Sep 2017 20:00:44 GMT

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```
Completed:
```

M02_Nod_Jet_Waypath

M02 Mendoza

On a side note, I decompiled Set_Camera_Host aswell

```
void Set_Camera_Host(GameObject *obj)
{
   if (obj)
   {
      PhysicalGameObj *pObj = obj->As_PhysicalGameObj();
   if (pObj)
   {
      CCameraClass::Set_Host_Model(CombatManager::MainCamera, pObj->Peek_Model());
   }
   }
   else
   {
      CCameraClass::Set_Host_Model(CombatManager::MainCamera, NULL);
   }
}
```

Posted by dblaney1 on Thu, 14 Sep 2017 20:46:21 GMT

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Good, my clone I made with the netcall to send to client is pretty much identical to that.

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Fri, 15 Sep 2017 12:14:47 GMT

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Completed:

M02_Player_Vehicle M02_Nod_Vehicle

Uncompleted:

M02 Nod Jet

M02 Nod Sakura

M02_GDI_Helicopter

M02_Reset_Spawn

M02_Destroy_Vehicle

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Sat, 16 Sep 2017 18:10:17 GMT

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Completed:

DLS_Where_Am_I

M02 Helipad

M01 Barn Truck JDG

M02_Destroy_Objective

M02_Nod_Convoy_Truck

M02_Dam_MCT

Uncompleted:

M02_Nod_Soldier

M02 GDI Soldier

M07_Disable_Hibernation

M02_Stationary_Vehicle

M02 Approach Vehicle

Subject: Re: Singleplayer scripts

Posted by jonwil on Sun, 17 Sep 2017 11:09:57 GMT

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Good job so far, at this rate you will have a clone of every script in the original scripts.dll by the time its all said and done

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Mon, 18 Sep 2017 20:20:03 GMT

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I've completed all scripts used/related to M02. I will start code flow analysis now. But can anybody help me with the following:

- How can you play a soldier animation in the W3DViewer that is started in a script with Action_Play_Animation? Since I want to comment what kind of animation it is.
- Is there a way to check in LE if a certain preset, or even better, script is present in a preset? If not, could somebody prepare some mixes for me that are basically clones of the singleplayer maps but can be run on multiplayer so I can check these things out? Since I might have missed some scripts and mistakenly marked them as 'not used'.
- I have submitted an issue on GitHub some time ago about float precision. Sometimes a float is passed to some function but it is very nearly a whole number (i.e. 4.999999 or something like that). Does anybody know if this is a precision error?
- Sometimes the Renegade developers used Get_Random instead of the logical Get_Random_Int to put through a switch to check against, for example, 1/2/3 etc. Obviously it is cast to an integer somewhere. Does anybody know how I can check in IDA where this is being done? (I had exceptional problems in M02_Nod_Soldier::Timer_Expired with this to make sense of the code).

EDIT: Also, to stop spamming I guess, I'll just post updates when a complete map has been done or a request of somebody.

Subject: Re: Singleplayer scripts

Posted by dblaney1 on Mon, 18 Sep 2017 20:42:52 GMT

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Open the model that gets animated and then click and drag the animation w3d into the w3dviewer window.

The easiest way to find out if a script is on a preset is to open the objects.ddb in a hexeditor and search for the script name.

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Mon, 18 Sep 2017 21:13:55 GMT

dblaney1 wrote on Mon, 18 September 2017 13:42Open the model that gets animated and then click and drag the animation w3d into the w3dviewer window.

The easiest way to find out if a script is on a preset is to open the objects.ddb in a hexeditor and search for the script name.

Ok, I'll try that. On a side note, I'm getting an error: mss32.dll was not found when trying to start W3dview.exe. Yeah I know how to check if its already on the preset, but I mean if its attached in the level. You know, you can add more scripts to a preset in a level when its that preset is created.

Subject: Re: Singleplayer scripts

Posted by dblaney1 on Mon, 18 Sep 2017 21:44:11 GMT

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Neijwiert wrote on Mon, 18 September 2017 14:13dblaney1 wrote on Mon, 18 September 2017 13:42Open the model that gets animated and then click and drag the animation w3d into the w3dviewer window.

The easiest way to find out if a script is on a preset is to open the objects.ddb in a hexeditor and search for the script name.

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Do the same hexedit trick but on the .ldd file for that level.

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Tue, 19 Sep 2017 14:14:07 GMT

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I have completed all scripts of M02, including the full code flow analysis.

dblaney1 wrote on Mon, 18 September 2017 14:44Neijwiert wrote on Mon, 18 September 2017 14:13dblaney1 wrote on Mon, 18 September 2017 13:42Open the model that gets animated and then click and drag the animation w3d into the w3dviewer window.

The easiest way to find out if a script is on a preset is to open the objects.ddb in a hexeditor and search for the script name.

Ok, I'll try that. On a side note, I'm getting an error: mss32.dll was not found when trying to start W3dview.exe. Yeah I know how to check if its already on the preset, but I mean if its attached in the level. You know, you can add more scripts to a preset in a level when its that preset is created.

Do the same hexedit trick but on the .ldd file for that level.

Okay, that works nicely. But I don't really know the layout of an LDD file. I have been able to find preset Ids and object Ids. And also the scripts with their params, but I don't know how I can associate an object id with a script. Object ids are declared in the beginning of the file and scripts etc at the end. Would you happen to know what field or how many bytes offset of something where the relation is at?

Subject: Re: Singleplayer scripts

Posted by jonwil on Tue, 19 Sep 2017 14:41:02 GMT

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Unless you understand the inner workings of the Renegade data files and classes (and I suspect you dont) then you will not be able to match scripts to objects.

If you explain what you are trying to identify or figure out, I might be able to help.

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Tue, 19 Sep 2017 15:18:21 GMT

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jonwil wrote on Tue, 19 September 2017 07:41Unless you understand the inner workings of the Renegade data files and classes (and I suspect you dont) then you will not be able to match scripts to objects.

If you explain what you are trying to identify or figure out, I might be able to help.

I'm trying to find if I missed any scripts that are present in the LE on the presets that are created. And if I can match an object id to that script then I can put proper comments in said script when/where it is used

Subject: Re: Singleplayer scripts

Posted by dblaney1 on Tue, 19 Sep 2017 17:01:02 GMT

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Neijwiert wrote on Tue, 19 September 2017 08:18jonwil wrote on Tue, 19 September 2017 07:41Unless you understand the inner workings of the Renegade data files and classes (and I suspect you dont) then you will not be able to match scripts to objects.

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I'm trying to find if I missed any scripts that are present in the LE on the presets that are created. And if I can match an object id to that script then I can put proper comments in said script when/where it is used

Anything created by scripts during a game only will spawn with scripts on the object in the ddb file where the preset exists and by the scripts themselves. What was attached to the presets in leveledit only applies to objects placed on the map during export. Those scripts will be shown in the ldd file.

Subject: Re: Singleplayer scripts

Posted by jonwil on Wed, 20 Sep 2017 05:57:44 GMT

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Which levels in particular are you trying to do it for? All the single player levels? All the maps that come with Renegade? Other maps beyond that?

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Wed, 20 Sep 2017 09:09:29 GMT

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jonwil wrote on Tue, 19 September 2017 22:57Which levels in particular are you trying to do it for? All the single player levels? All the maps that come with Renegade? Other maps beyond that?

All the singleplayer mapa (mission maps) and I quess the skirmish map and tutorial map too.

Subject: Re: Singleplayer scripts

Posted by jonwil on Wed, 20 Sep 2017 12:15:28 GMT

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I cant help you with the skirmish level since Westwood never released a .lvl file for that but here are some dumps for all the levels they did release as part of the SinglePlayerLVLs.zip as well as the stock objects.ddb.

The dumps were taken via a specially hacked up (and not shippable) 4.x ttle.dll file and then loading each .lvl file into LE to produce the dump output.

The level dumps contain an entry for each object that exists in the scene followed by entries for every script that has been placed on that object in LE (as opposed to being there because its on the preset in objects.ddb)

The objects.ddb dump contains an entry for each preset followed by entries for every script that has been placed on that preset.

Hopefully this helps you out in figuring out all the scripts the stock single player missions actually use.

File Attachments

1) dumps.zip, downloaded 250 times

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Wed, 20 Sep 2017 12:21:06 GMT

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jonwil wrote on Wed, 20 September 2017 05:15I cant help you with the skirmish level since Westwood never released a .lvl file for that but here are some dumps for all the levels they did release as part of the SinglePlayerLVLs.zip as well as the stock objects.ddb.

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Hopefully this helps you out in figuring out all the scripts the stock single player missions actually use.

YES! Thank you that helps alot!. It is essential that I put comments on created events so that the code flow is clear to people. But I'm only human and it's easy to miss objects when going through the level. For example, on M02 I missed all the data disks and thought the script M02_Data_Disk wasn't used at first. I will verify all existing scripts to make sure all comments are correct. Will probably make a small program that checks the txt files for me.

Subject: Re: Singleplayer scripts

Posted by dblanev1 on Wed, 20 Sep 2017 21:32:29 GMT

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Keep in mind that this won't give you stuff that gets spawned by spawners once the map actually starts. You will still need to check all the objects that get spawned by spawners etc preset scripts.

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Thu, 05 Oct 2017 21:45:46 GMT

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M01 Has been completely reversed engineered with code flow.

The release contains the following scripts (May contain scripts that were missed in previous releases):

Toggle Spoiler Uncompleted M00 Nod Obelisk

Completed

M01_First_AutoRifle_JDG

M01_Flyover_Generic_Script_JDG

M01_FP_BaseToBase_NorthSouth_Contoller_JDG

M01 FP BaseToBase SouthNorth Contoller JDG

M01_FP_GDIOcean_NorthSouth_Contoller_JDG

M01_FP_GDIOcean_SouthNorth_Contoller_JDG

M01 FP NodBase NorthSouth Contoller JDG

M01_FP_NodBase_SouthNorth_Contoller_JDG

M01_FP_NodBase_EastWest_Contoller_JDG

M01_FP_NodBase_WestEast_Contoller_JDG

M01_FP_NodBase_Dogfight_Contoller_JDG

M01 Announce First ObjectiveZone JDG

M01 GDI BeachGuy01 JDG

M01_Beach_Datadisc_JDG

M01 ConDropZone JDG

M01 Use Ladder Zone JDG

M01 Base StartZone JDG

M01 Base GDI Fodder JDG

M01 AccessDenied Zone JDG

M00_No_Falling_Damage_DME

M00_HealthMedal_TextMessage

M00_C130_Explosion

M00 BUILDING EXPLODE NO DAMAGE DAK

M00_ArmorMedal_TextMessage_JDG

M00 Obelisk Weapon

M01_C130_Dropoff_Dude_JDG

M01 SniperRifle 02 JDG

M01_SniperRifle_02_AirdropZone_JDG

M01_GDIBase_FirstChinookMinigunnerGuy_JDG

M01_Nod_Truck_JDG

- M01 Base Nod Minigunner JDG M01_C4_TutorialScript JDG M01_SniperRifle_01_JDG M01 SniperRifle 01 Target JDG
- M01 HON FrontDoor Evacuator JDG
- M01_CommCenter_Evacuator_JDG
- M01 HarvesterScript New JDG
- M01_KeyCard01_Script_JDG
- M01 Tiberium Cave Helicopter JDG
- M01 Nod Chinook Reinforcement Guy JDG
- M01 Hunt The Player JDG
- M01 Evac TroopBone JDG
- M01_POW_Nod_Minigunner01_JDG
- M01 BackPath EntranceZone JDG
- M01_BasalBuilding_Population_JDG
- M01_QuickSave_Zone_JDG
- M01 TriggerZone GDIBase BaseCommander JDG
- M01 Duncan Assailer JDG
- M01 MiniGunner Point Guard JDG
- M01 BackPath NodGuy JDG
- M01 TibCave01 Datadisc JDG
- M01 BarnArea NOD Commander Trigger Zone02 JDG
- M01_RealLightTank_TriggerZone_JDG
- M01_Announce_TankAirstrikeZone_JDG
- M01_GuardTower02_NewSniperTarget_JDG
- M01 GDI GuardTower02 SniperRifle JDG
- M01_GDIBase_AI_ExitZone_JDG
- M01 Player is Entering GDI Base Zone
- M01 PlayerLeaving BarnArea Zone JDG
- M01_Player_is_Leaving_GDI_Base_Zone
- M01 PlayerEntering BarnArea Zone JDG
- M01 Barn Point Guard 01 JDG
- M01_C4_Tutorial_Zone_JDG
- M01_FodderHovercraft_Script_JDG
- M01_Medium_Tank01_JDG
- M01 Medium Tank JDG
- M01_Sinking_Gunboat_JDG
- M01 Gunboat Spawn Hovercraft Zone JDG
- M01 Barn EntryZone JDG
- M01_Barn_Door_Guard_JDG
- M01 Barn Talk Guard 01 JDG
- M01 Shed Datadisc JDG
- M01_Player_Is_Entering_Tailgun_Alley_Backway_JDG
- M01_Tunnel_Exterior_Zone
- M01_Tunnel_Interior Zone
- M01_Player_Is_Entering_Tailgun_Alley_JDG
- M01 TurnOff TankReminder Zone JDG
- M01 HON Commander Guy

- M01 Lose Any Church Escorts Zone 02
- M01_Player_Is_Crossing_Bridge_Zone
- M01_Waterfall_Exterior_Zone
- M01 Waterfall Interior Zone
- M01 TibCave StartZone JDG
- M00_VisceroidInnate_DAY
- M01 TibCave02 Datadisc JDG
- M01_Player_Is_Crossing_Bridge_Via_Cave_Zone
- M01 Tiberium Cave Spawn Helicopter Zone JDG
- M01 Entering Church Area Zone
- M01_Player_Is_Crossing_Bridge_Via_Church_Zone
- M01_Church_Loveshack_InterrogationConv_Zone_JDG
- M01_Church_Guard_MiniGunner_JDG
- M01_Priest_Datadisc_JDG
- M01_Nod_GuardTower_01_Enter_Zone_JDG
- M01_GuardTower_Sniper_Target_JDG
- M01 Turn on the Hand of Nod Zone JDG
- M01_Lose_Any_Church_Escorts_Zone
- M01 Announce Hand of Nod Zone
- M01_ChurchArea_Spawner_Guy_JDG
- M01 Whack A Mole Enter Zone JDG
- M01 Nod GuardTower 03 Enter Zone JDG
- M01 HON Medlab DropOff Guy JDG
- M01_Lose_Any_HON_Escorts_Zone
- M01_HandOfNod_SAMSite_Script
- M01 Hand Of Nod Exterior Zone
- M01_Hand_Of_Nod_Interior_Zone
- M01 Havoc Out WarroomZone JDG
- M01 Havoc In WarroomZone JDG
- M01 HON Escorts Warroom MCT ZoneController JDG
- M01 HON Escorts Warroom MCT Protector01 JDG
- M01 HON Escorts Warroom MCT Protector02 JDG
- M01 Hand Of Nod Grunt Zone
- M01_Hand_of_Nod_Building_Script_JDG
- M01_Hand_Of_Nod_Dojo_Zone
- M01 Civ To Minigunner Guy JDG
- M01_HON_Paintball_Team_02_JDG
- M01 HON Paintball Team 01 JDG
- M01 Right Interrogation Room Enter Zone JDG
- M01 Left Interrogation Room Enter Zone JDG
- M01 HON RedKey Zone JDG
- M01 Medlab Datadisc JDG
- M01 UnScramble Radar Zone
- M01_Scramble_Radar_Zone
- M01_Lose_Any_HON_Escorts_Zone 02
- M01_Announce_Prisoner_Objective_Zone
- M01 Comm Center Building Script JDG
- M01_CommCenter_SAMSite_Script

- M01_Comm_Center_Exterior_Zone
- M01 Comm Center Interior Zone
- M01_Comm_Mainframe_PogZone_01_JDG
- M01 Comm Mainframe PogZone 02 JDG
- M01_Comm_Mainframe_PogZone_03_JDG
- M01_Comm_Base_Commander_Conv_Start_Zone_JDG
- M01_Comm_Base_Commander_JDG
- M11_Temple_Hologram_01_JDG
- M01 Obelisk UpdateDisc JDG
- M01 Mainframe Tutorial Zone JDG
- M01_Detention_GuardTower_Enter_Zone_JDG
- M01 MovieProjector JDG
- M01_TurretBeach_GDI_Guy_02_JDG
- M01 HON BackDoor Evacuator JDG
- M01_Base_GDI_Grenadier_JDG
- M01_Ambient_Sound_Controller_JDG
- M01 Mission Controller JDG
- M01 Whack A Mole Minigunner JDG
- M01_HON_Easy_Spawned_Guy_01_JDG
- M01_HON_Easy_Spawned_Guy_02_JDG
- M01_HON_Easy_Spawned_Guy_03_JDG
- M01_COMM_Chinook_Spawned_Soldier_GDI
- M01 HON Chinook Spawned Soldier 01 GDI JDG
- M01_HON_Chinook_Spawned_Soldier_02_GDI_JDG
- M01_HON_Chinook_Spawned_Soldier_03_GDI_JDG
- M01 HON Chinook Spawned Soldier 04 GDI JDG
- M01_TurretBeach_Chinook_Spawned_Soldier_NOD
- M01 GDIBaseCommander EvacController JDG
- M01 GDIBaseCommander Air Evac Waypath JDG
- M01 GDIBaseCommander Air Evac Chopper JDG
- M01 GDIBaseCommander Air Evac Rope JDG
- M01 GDIBase POW Conversation Controller JDG
- M01 GDIBase POWEncounter02 Controller JDG
- M01_GDIBasePOW_Air_Evac_Waypath_JDG
- M01 GDIBasePOW_Air_Evac_Chopper_JDG
- M01 GDIBasePOW Air Evac Rope JDG
- M01 Base POW01 JDG
- M01 Base POW02 JDG
- M01 Duncan InHere ConvController JDG
- M01_Commander_Shack_Zone_JDG
- M01 GDIBase BaseCommander JDG
- M01_Airstrike_Controller_JDG
- M01 Deco LightTanks JDG
- M01_GuardTower02_Sniper_TowerZone_JDG
- M01 GuardTower02 Sniper Target01 JDG
- M01_GuardTower02_Sniper_Target02_JDG
- M01 GDI GuardTower NOD Commander JDG
- M01 GDIBase RealLightTank JDG

- M01_Billys_Conversation_Zone_JDG M01 Hovercraft Explosion Controller JDG
- M01_TurretBeach_Turret_01_Script_JDG
- M01_TurretBeach_FodderHovercraft_Controller_JDG
- M01_Medium_Tank_Tunnel_Squish_Guy_JDG
- M01_TurretBeach_Engineer_JDG
- M01_GunboatAction_Controller_JDG
- M01_Initial_Gunboat_Script_JDG
- M01 BarnArea EvacMonitor JDG
- M01_BarnArea_Air_Evac_Waypath_JDG
- M01_BarnArea_Air_Evac_Chopper_JDG
- M01_BarnArea_Air_Evac_Rope_JDG
- M01_Barn_Prisoner_01_JDG
- M01_Barn_Prisoner_02_JDG
- M01_Barn_Prisoner_03_JDG
- M01_Barn_Babushkas_Conversation_Zone_JDG
- M01 BarnArea Al ExitZone JDG
- M01_Tank_Entering_Tunnel_Zone_JDG
- M01 MediumTank ReminderZone JDG
- M01 TailGun 01 JDG
- M01_TailGun_02_JDG
- M01 TailGun 03 JDG
- M01 GDIBase LightTank JDG
- M01_GDI_Base_Spawner_Controller_JDG
- M01_CantBring_MediumTank_ThroughHereZone_JDG
- M01 TailgunRun NOD Commander JDG
- M01_Visceroid01_JDG
- M01 Visceroid02 JDG
- M01 Visceroid03 JDG
- M01 Visceroid NodGuy01 JDG
- M01 Visceroid NodGuy02 JDG
- M01 Tailgun Run Spawner Controller JDG
- M01_TiberiumCave_UpThere_NodGuy_JDG
- M01_TibField_Guard01_New_JDG
- M01_Interior_Nun_Conversation_Zone_JDG
- M01 GDI Escort Conversation Controller GDI
- M01 ChurchArea EvacMonitor JDG
- M01 Church EvacController JDG
- M01 ChurchArea Air Evac Waypath JDG
- M01 ChurchArea Air Evac Chopper JDG
- M01 ChurchArea Air Evac Rope JDG
- M01_CHURCH_Chinook_Spawned_Soldier01_GDI
- M01_CHURCH_Chinook_Spawned_Soldier02_GDI
- M01_Church_Exterior_MiniGunner_JDG
- M01 Church LoveShack MiniGunner JDG
- M01_Church_LoveShack_Nun_JDG
- M01 Priest Conversation Zone JDG
- M01 Loveshack Nun Conversation Zone JDG

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M01 Church Balcony MiniGunner JDG
M01 Church Priest JDG
M01_Church_Interior_Nun_JDG
M01 ChurchArea NOD Commander JDG
M01_ChurchArea_Spawner_Controller_JDG
M01_Whack_A_Mole_Exit_Zone_JDG
M01 HON WarroomController JDG
M01_HON_Escorts_Warroom_MCT_Commander_JDG
M01 HON Engineer02 JDG
M01 GiveMCTSpeech Zone JDG
M01 HON Cafeteria Walking Guy JDG
M01 HON Cafeteria Eating Guy JDG
M01_HON_Dorm_RocketGuy_JDG
M01 HON Dorm ChemGuy JDG
M01_HON_Dorm_MiniGunner_JDG
M01_HON_Dorm_FlameGuy_JDG
M01 HON Dorm Crapper JDG
M01 HON Dojo Trainer JDG
M01 HON Dojo Civ 01 JDG
M01 PaintballRoom ChatterController JDG
M01 Interrogation Room Surprise Guy JDG
M01 BuggyNew Controller JDG
M01_BuggyScript_New_JDG
M01_Comm_Stationary_Tech_JDG
M01_Comm_Upstairs_Guard_JDG
M01 Comm Repair Engineer JDG
M01_Comm_ComputerRoom_Tech_JDG
M01 Comm Center Player Terminal Zone
M01 GateSwitch Tutorial Zone JDG
M01 Comm Center Pen Gate
M01 DetentionPen CivDeathMonitor
M01 PrisonPen Civilian JDG
M01_Propaganda_Sounds_Controller_JDG
M01 DetentionPen GDIDeathMonitor
M01_PrisonPen_POW_JDG
M01 TurretBeach GDI Guy 01 JDG
M01 Nod Commander Conversation Controller GDI
M01 GDIBase EvacMonitor JDG
M01 Objective Pog Controller JDG
M01 DataDisc TextController JDG
M01 GDI Base Artillery Controller JDG
M01_Base_GDI_Minigunner_JDG
// Below are scripts that are not used, but they are present
M01 GDI GuardTower 02 Enter Zone JDG
M01_ConYard_Dropoff_Dude_JDG
M01 GDI BaseCommander Backside EntryZone JDG
M01 GDIBase BackPath NodGuy JDG
```

```
M01 GDIBase LightTank PastTunnelZone JDG
M01 BarnArea NOD Commander Trigger Zone JDG
M01_GDIBase_FirstChinookFlamethrowerGuy_JDG
M01_GDIBase_FirstChinook_Script_JDG
M01 Nod GuardTower Tailgun JDG
M01_DetentionGDI_Air_Evac_Chopper_JDG
M01 DetentionGDI_Air_Evac_Waypath_JDG
M01_DetentionPen_Evac_Controller02_JDG
M01 DetentionCiv Air Evac Chopper JDG
M01 DetentionCiv Air Evac Waypath JDG
M01 DetentionPen Evac Controller01 JDG
M01 Barn Point Guard 02 JDG
M01_Nod_GuardTower_02_Enter_Zone_JDG
M01_TailgunRun_Spawner_Guy_JDG
M01_GDI_Base_Spawner_Guy_JDG
M01_GDI_Toolshed_PatrolGuy_JDG
M01 Comm MCT Placeholder JDG
M01 HON MCT Placeholder JDG
M01 Comm Kane n Havoc Conv Start Zone JDG
M01 Tailgun 02 SpawnApache Zone JDG
```

M01 TailGunner 03 JDG

M01 TailGunner 02 JDG

M01_TailGunner_01_JDG

M01_Interrogation_Room_L03_Keycard_JDG

M01_Flamethrower_Point_Guard_JDG

M01_Announce_Barn_Objective_Zone

M01_COMM_Commander_Guy

A couple of notes on this release:

- The guy at Westwood with the initials JDG did not know the principles of re-using code. This mission contains a buttload of code that is duplicate.
- I think it is possible to make a script that will enable you to evac X amount of soldiers via chinook. See the scripts with evac in them. It contains some interesting code
- Apparantly the coders of this mission left a substantial amount of unused code in the binary. For example: it seems that the 'tailgun alley' used to have soldiers that would actually enter the gun emplacements. Also the prisoners at the end of the level used to be evacuated via a chinook.

See GitHub for the source code.

Subject: Re: Singleplayer scripts

Posted by jonwil on Fri, 06 Oct 2017 11:08:31 GMT

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I suspect based on credits.txt (but can't be sure) that JDG is Joseph Gernert (listed under designers)

Posted by Neijwiert on Fri, 06 Oct 2017 15:44:38 GMT

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jonwil wrote on Fri, 06 October 2017 04:08l suspect based on credits.txt (but can't be sure) that JDG is Joseph Gernert (listed under designers)

I see. Well he also didnt know how to use script parameters. I believe only one script in the entirety of M01 code has script parameters. Its a real pain to decompile something and find out that youre practically reversing the same code.

Edit: Well if he is a designer that could explain a few things.

Subject: Re: Singleplayer scripts

Posted by Gen_Blacky on Fri, 13 Oct 2017 17:26:20 GMT

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Well I'm impressed on how much you have done in a short amount of time. Good Job.

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Fri, 13 Oct 2017 19:20:15 GMT

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Gen_Blacky wrote on Fri, 13 October 2017 10:26Well I'm impressed on how much you have done in a short amount of time. Good Job.

Why thank you, much apreciated. I'm curently working on m03 and I have everything up to and including the big gun.

Subject: Re: Singleplayer scripts

Posted by Neijwiert on Tue, 24 Oct 2017 20:35:18 GMT

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M03 Has been completely reverse engineered with code flow.

The release contains the following scripts (May contain scripts that were missed in previous releases):

Toggle Spoiler
Uncompleted
No uncompleted scripts

Completed

M03 Cine Explosion

M03_Damage_Modifier_All

M03_Killed_Sound

RMV_Trigger_Killed

M03_AggAndCover

RMV_Home_Point

M03 Beach Radio

M10_Pokeable_Item_OnePoke

M03_Past_Pillbox

M03 Reinforcement Chinook

M03_No_More_Parachute

M03 Beach Turret

M03_Destroyed_Turret

M03_Wheres_The_Star

RMV_Trigger_Zone

M09_Innate_Activate

M00_Reveal_Enc_Character_DAY

M03_DataDiscMessage

RMV_Trigger_Zone_2

RMV_Hostage_Rescue_Point

M03_Zone_Enabled_Spawner

M03_Killed_Disabled_Spawner

M10 Stationary

M03_Structure_Powerup_Drop

M03_Destroyed_Chinook

M08 Nod Turret

M03_Engineer_Repair

M03 Tiberium Cave Stay Put

M03 Ambient Birdcall Controller JDG

M03 Radar UnScramble

M10 Elevator All Zone

M03 Power Plant

M03 Base Patrol

M03_Protect_The_MCT

RMV_Camera_Behavior

M03 Technician Work

M03 Mct Poke

RMV M03 Comm Center Terminal

Sakura Killed

M03 Sakura Explosion

M03 Officer With Key Card2

M06 Activate Secret Door

M03 Holograph EntryZone JDG

M03_KaneHead_JDG

RMV Volcano And Lava Ball Creator

RMV_Engine_Sound

M03 Refinery

M03 Officer With Key Card

M03 Key Card

M00 InnateIsStationary

M09_Attack_Blocked_False

M03 Mission Complete Zone

RMV_Trigger_Poked

M00_Trigger_When_Destroyed_RMV

M03 Beach Scenario Controller

M00_Object_Create_RMV

M03 Intro Substitute

M00 Put Script On Commando

M00 Damaged Warning

M03 Initial Powerups

M03_Commando_Script

M03 Objective Controller

M03_Objective_Tracker

M03_Chinook_Reinforcements

M03 Gunboat Controller RMV

DLS Volcano Stumble

M03 Beach Reinforce

M03 Chinook ParaDrop

M03 Paratrooper Run

M03 Conversation Zone

M03_Staged_Conversation 1

M09 Innate Disable

M00_Trigger_When_Killed_RMV

M03 Alternate Sam Site

M03_Chinook_Fodder_Creator

M03 Inlet Nod Reinforcements

M00 Object Destroy Self RMV

M03_Engineer_Target

RMV Test Big Gun Turning

M03 Radar Scramble

M10 Elevator All Controller

M03 ConYardSeen

M03_PowerPlant_Warning

M03 Announce PowerPlant Controller JDG

M03_Area_Troop_Counter

M03 Reinforce Area

M03 CommCenter Arrow

M03 CommCenter Warning

M03 Comm Killed

M03_Announce_CommCenter_Controller_JDG

M03 Flyover Controller

M03_Base_Harvester

RMV Engineer Wander

M03_Announce_Refinery_Controller_JDG

DLS Volcano Active

// Below are scripts that are not used, but they are present

M03 Goto Star

M03_Staged_Conversation_Soldier

M03_Big_Gun_Explosion

M03_Tailgun_Fodder

M03_Tailgun_Fodder_Zone

M03_Tailgun

M03_Chinook_Spawned_Soldier_GDI

M03 Beach Soldier GDI

M03 Inlet Soldier GDI

M03_Chinook_Drop_Soldiers_GDI

M03 Move Commando To Start

M03_CommCenter_SateliteDish_Controller_JDG

M03_Outro_Cinematic

M03_A05_Evac_Zone

Notes for this release:

The devs used local variable address sharing through Send_Custom_Event. This is very unsafe and should not be used in any new scripts. (See M03_Area_Troop_Counter.cpp and M03_Reinforce_Area.cpp)

See GitHub for the source code.

Subject: Re: Singleplayer scripts

Posted by Jerad2142 on Thu, 26 Oct 2017 00:12:58 GMT

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Neijwiert wrote on Tue, 24 October 2017 14:35

The devs used local variable address sharing through Send_Custom_Event.

That sounds like the best type of awful!