
Subject: Re: All the Mission Scripts

Posted by [Jerad2142](#) on Mon, 18 Jun 2007 01:07:21 GMT

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This is a listing of all scripts that I have tested (well almost all).

M00_Action - practically a master movement and attack control script.

M00_Base_Defense - just another base defense script

M00_Cinematic_Attack_Command_DLS - forces the object to fire for set amount of time (1 or 2 second delay when it is created)

M00_Disable_Transition - disables vehicle entry

M00_Enable_Physical_Collision - Enables physical collisions

M00_Grant_Money_Powerup - grants money when picked up

M00_GrantPowerup_Created - grants a power up when an object is created

M00_GrantScore_Powerup - give points when picked up

M00_InnatelsStationary - does not allow the AI to move

M00_PCT_Pokable_DAK - give it the buy screen popup thingy

M00_Permanent_No_Falling_Damage_IML - from my testing it only makes the object invincible

M00_Play_Sound - guess

M00_Select_Empty_Hands - starts you with no weapon held out

M00_Vehicle_Regen_DAK - vehicle slowly reheels health

M03_Base_Patrol - makes the unit follow the waypath until it hears a sound, is shot, or sees an enemy

M03_Damage_Modifier_All - I think it modifies all AI on the level's damage

M03_Engineer_Repair - unit with attached script will attempt to repair objects with "M03_Engineer_Target" attached to them when they are damaged

M03_Engineer_Target - object that objects with "M03_Engineer_Repair" attached will attempt to repair

M03_Goto_Star - another player hunt script

M03_SAM_Site_Logic - acts like sam sight

M05_Aggressiveness_Take_Cover - allows you to change a soldiers Aggressiveness and Take Cover Probability

M05_Flyover_Controller - puts a bunch of flying planes in the sky (play the level to see which planes are in the sky, it will be those)

M05_Nod_Gun_Emplacement - turret AI

M06_Camera_Behavior - camera script with alarm (a better script is

M06_Drop_Thunder_Squad - unit drops a rocket launcher when killed

M06_Flyover - give the object's id that you want to fly around

M07_Flyover_Controller - more planes that will fly through the sky

M07_Nod_Gun_Emplacement - turret AI

M07_Playertype_Neutral - sets the objects team to neutral

M03_SAM_Site_Logic - acts like sam sight and leaves reckage when destroyed (or it might be the M03 one that does)

M08_Mobile_Apache - best AI air craft control script renegade curently has to offer, give it a way path to use when flying to the helipad, and the ID of the helipad, it will attack the player and all sorts of cool stuff

M09_Damage_Modifier - modifies the scale of the damage the object recives

M09_Immobile - does not allow the object to move

M09_Innate_Disable - disables the innate ai

M10_Flyover_Controller - more planes that will fly through the sky

M10_Mammoth_Attack - kind of neat script that could be used on a flame tank or turret, it kind of give it an inaccurate firing at the objects general direction

M10_Playertype_Nod - sets the objects team to Nod

M10_Turret - more turret ai

M10_Turret_Tank - more turret ai

M11_Flyover_Controller_JDG - another plane flyover controler

RMV_Camera_Behavior - a cool camera control script

Side notes: I have not looked through all the scripts, and M07 + very little. MX0, MDD, MTU, DLS, and DME have almost zero testing. All GTH scripts work.
