Subject: Beginers Scripting
Posted by kawolsky on Tue, 15 Jul 2003 17:34:28 GMT
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if its cnc_c130drop scriptings your on about here is a list of them for you to use

CnC_GDI_MiniGunner_3Boss_ALT2
CnC_GDI_MiniGunner_3Boss_ALT3
CnC_GDI_MiniGunner_3Boss_ALT4
CnC_Ignatio_Mobius_ALT2   Mobius in Prototype Assault Suit
CnC_Sydney_PowerSuit_ALT2   Ion Cannon Sydney in regular clothing
CnC_Nod_FlameThrower_3Boss_ALT2   Mendoza in flamethrower clothing
CnC_Nod_MiniGunner_3Boss_ALT2
CnC_Nod_RocketSoldier_3Boss_ALT2   Raveshaw mutant skin
CnC_GDI_Grenadier_0_Secret   Nurse with Grenade Launcher
CnC_Visceroid Visceroid
CnC_Nod_Flamethrower_0_Secret   Cook with a flamethrower
CnC_Nod_RocketSoldier_3Boss_Secret   Kane
CnC_Nod_RocketSoldier_3Boss_Secret2   Ghost of Raveshaw?
CnC_POW_MineTimed_Player_01
CnC_Nod_RocketSoldier_0_Secret
CnC_GDI_RocketSoldier_2SF_Secret
CnC_Chicken   --causes game to crash
CnC_GDI_MiniGunner_2SF_Logan Logan
CnC_Sydney_PowerSuit_Petrova
CnC_Nod_FlameThrower_3Boss_Petrova
CnC_GDI_Engineer_0
CnC_POW_MineRemote_02
CnC_POW_MineTimed_Player_01
CnC_GDI_Engineer_2SF
CnC_MineProximity_05
CnC_POW_MineTimed_Player_02
CnC_GDI_Grenadier_0 GDI Grenadier   (from single player?)
CnC_Sydney   Sydney from Single Player??
CnC_Ignatio_Mobius   Mobius from Single Player
CnC_GDI_MiniGunner_0 GDI Basic Infantry
CnC_GDI_MiniGunner_1Off
CnC_GDI_MiniGunner_2SF   GDI Deadeye
CnC_GDI_MiniGunner_3Boss   GDI Havoc
CnC_GDI_RocketSoldier_0   GDI Grenadier
CnC_GDI_RocketSoldier_1Off   GDI Rocket Soldier?
CnC_GDI_RocketSoldier_2SF   GDI Gunner
CnC_Sydney_PowerSuit   Personal Ion Cannon Sydney (in Prototype Assault Suit)
CnC_GDI_Mutant_0_Mutant
CnC_Nod_Mutant_0_Mutant
CnC_GDI_Mutant_1Off_Acolyte
CnC_Nod_Mutant_1Off_Acolyte
CnC_GDI_Mutant_2SF_Templar

CnC_Nod_Mutant_2SF_Templar
CnC_Nod_Minigunner_0   Nod Basic Infantry
CnC_Nod_Minigunner_1Off
CnC_Nod_Minigunner_2SF   Nod Black Hand Sniper
CnC_Nod_Minigunner_3Boss   Sakura
CnC_Nod_RocketSoldier_0
CnC_Nod_RocketSoldier_1   Nod Rocket Soldier
CnC_Nod_RocketSoldier_2SF   Black Hand Rocket Infantry
CnC_Nod_RocketSoldier_3Boss   Raveshaw
CnC_Nod_FlameThrower_0   Nod Flamethrower
CnC_Nod_FlameThrower_1Off
CnC_Nod_FlameThrower_2SF   Nod Chem Warrior
CnC_Nod_FlameThrower_3Boss   Nod Mobius
CnC_Nod_Engineer_0 Nod Engineer
CnC_Nod_Technician_0 Nod Technician
CnC_MineProximity_05
CnC_GDI_Grenadier_2SF
CnC_Ignatio_Mobius_Skirmish GDI Mobius from Multiplayer Practice
CnC_Sydney_Skirmish Tiberium AutoRifle Sydney from Multiplayer Practice
CnC_GDI_RocketSoldier_2SF_Skirmish Gunner from Multiplayer Practice
CnC_GDI_MiniGunner_3Boss_Skirmish Havoc from Multiplayer Practice
CnC_GDI_MiniGunner_0_Skirmish GDI Basic Infantry from Mutiplayer Practice
CnC_Nod_MiniGunner_3Boss_Skirmish Sakura from Multiplayer Practice
CnC_Nod_RocketSoldier_3Boss_Skirmish Raveshaw from Multiplayer Practice
CnC_Nod_MiniGunner_0_Skirmish Nod Basic Infantry from Multiplayer Pracice
CnC_Nod_MiniGunner_2SF_Skirmish Black Hand Sniper from Multiplayer Practice
CnC_Death_Powerup Crate that kills you when you go over it??
CnC_Crate_Powerup
CnC_POW_Ammo_Clip01 crate that refills your ammo
CnC_POW_Ammo_Clip02 crate that refills your ammo
CnC_POW_Ammo_Clip04 crate that refills your ammo
CnC_Money_Crate crate that gives you 100 credits
M00_CNC_Crate ?????
CnC_POW_AutoRifle_Player_GDI GDI Autorifle Spawn
CnC_POW_AutoRifle_Player_Nod Nod Autorifle Spawn
CnC_POW_RocketLauncher_Player Rocket Launcher Spawn

CnC_POW_MineRemote_01
CnC_POW_MineRemote_02
CnC_POW_MineTimed_Player_01
CnC_POW_MineTimed_Player_02
CnC_POW_RepairGun_Player Spawn Repair gun
CnC_MineProximity_05
CnC_POW_Ammo_ClipMax Pickup that maxes out your clips??
CnC_POW_Armor_Max
CnC_POW_Health_Max
CnC_POW_IonCannonBeacon_Player
CnC_POW_Nuclear_Missle_Beacon

CnC_Ammo_Crate
CnC_Nod_Cargo_Drop
CnC_Nod_Truck_Player_Secret

gdi_hovercraft GDI Hovercraft from Singleplayer (cannot be piloted)
CnC_Nod_Transport Nod Transport Chopper
CnC_GDI_Transport GDI Transport Chopper
CNC_GDI_Gun_Emplacement GDI Gun Emplacement
CnC_GDI_Humm-vee GDI Hummer
CnC_Nod_Buggy Nod Buggy
CnC_Rocket_Emplacement Rocket Emplacement
CnC_Cannon_Emplacement Cannon Emplacement
CnC_NOD_Gun_Emplacement Nod Gun Emplacement
CnC_Nod_Ceiling_Gun Nod Ceiling gun----------
CnC_GDI_Ceiling_Gun Ceiling Gun from AGT

CnC_GDI_APC GDI APC
CnC_GDI_Mammoth_Tank GDI Mammoth Tank
CnC_GDI_Medium_Tank GDI Medium Tank
CnC_GDI_MRLS GDI Mobile Rocket Launcher System
CnC_Nod_APC Nod APC
CnC_Nod_Flame_Tank Nod Flame Tank
CnC_Nod_Light_Tank Nod Light Tank
CnC_Nod_Mobile_Artillery Nod Mobile Artillery Unit
CnC_Nod_Recon_Bike_Player Nod Recon Bike
CnC_Nod_Stealth_Tank Nod Stealth Tank
CnC_Beacon_IonCannon Ion Cannon Beacon
CnC_Beacon_NukeStrike Nuclear Strike Beacon
CNC_Weapon_Flamethrower_Player Flamethrower Weapon
CNC_Weapon_ChemSprayer_Player Chemsprayer Weapon
CNC_Weapon_Orca_Rocket
CNC_Weapon_Apache_MachineGun
CnC_Weapon_Orca_HeavyMachineGun
CnC_Weapon_Apache_Rocket
CnC_Weapon_APC_M60MG
CnC_Weapon_APC_M60MG_RedTracer
Weapon_CnC_Ceiling_Gun_GDI
CnC_Weapon_MineTimed_Player
CnC_Weapon_MineTimed_Player_2Max
CnC_Weapon_MineRemote_Player
CnC_Weapon_MineRemote_Player_2Max
CnC_Weapon_AutoRifle_Player
CnC_Weapon_AutoRifle_Player_Nod
CnC_Weapon_RocketLauncher_Player

CnC_Weapon_RepairGun_Player_Special
Weapon_CnC_Ceiling_Gun_Nod
CnC_Weapon_RamjetRifle_Player Ramjet Sniper Rifle Weapon
CnC_Weapon_SniperRifle_Player Deadeye's Snipe Rifle
CnC_Weapon_SniperRifle_Player_Nod Black Hand Sniper Rifle
CnC_Weapon_IonCannonBeacon_Player Ion Cannon Beacon
CnC_Weapon_NukeBeacon_Player Nuclear Strike Beacon
CNC_Ammo_Flamethrower_Player Flamethrower Ammo
CNC_Ammo_ChemSprayer_Player Chemsprayer Ammo
CnC_Ammo_Orca_Rocket
CnC_Ammo_Apache_Rocket
CnC_Ammo_Apache_HeavyMachineGun
CnC_Ammo_APC_M60MG
CnC_Ammo_APC_M60MG_RedTracer
CnC_Ammo_Orca_HeavyMachineGun
Ammo_CnC_Ceiling_Gun_GDI
CnC_Ammo_RocketLauncher_Player
CnC_Ammo_RepairGun_Player_Special
Ammo_CnC_Ceiling_Gun_Nod
CnC_Ammo_RamjetRifle_Player
CnC_Ammo_SniperRifle_Player
CnC_Ammo_SniperRifle_Player_Nod
CnC_Ammo_IonCannonBeacon_Player
CnC_Ammo_NukeBeacon_Player
CnC_Explosion_Shell_Rocket
M00_Nod_Obelisk_CNC
Weapon_Shotgun_Player
Weapon_SniperRifle_Player
Weapon_RocketLauncher_Player
Ammo_Shotgun_Player
Ammo_SniperRifle_Player
Ammo_Chaingun_Player
Weapon_Flamethrower_Player
Ammo_Flamethrower_Player
Weapon_Pistol_Player
Ammo_Pistol_Player
Ammo_GrenadeLauncher_Player
Weapon_Chaingun_Player
Weapon_GrenadeLauncher_Player
Ammo_MineTimed_Player
Weapon_MineRemote_Player
Weapon_MineTimed_Player
Ammo_RocketLauncher_Player
Ammo_MineRemote_Player
Ammo_MineProximity_Player
Weapon_MineProximity_Player
Ammo_ChemSprayer_Player Ammo for Chemsprayer Weapon
Weapon_ChemSprayer_Player Chemsprayer Weapon

POW_Pistol_Player This is the pistol you always have. Semi-auto, 12 shot clip.
POW_Shotgun_Player This is the shotgun carried by Shotgun Troopers
POW_SniperRifle_Player This is the Sniper Rifle carried by Black Hand Snipers and Deadeye
POW_RocketLauncher_Player This is the Rocket Launcher carried by Rocket infantry.
POW_MineRemote_Player The basic remote C4.
POW_GrenadeLauncher_Player The GDI Grenade Launcher
POW_Chaingun_Player The Officer Chaingun
POW_ChemSprayer_Player The Nod Chemsprayer weapon
POW_Flamethrower_Player Flamethrower
POW_RepairGun_Player Repairgun (regular engineers)
POW_IonCannonBeacon_Player Ion Cannon Beacon
POW_LaserChaingun_Player Laser Chaingun (Black hand)

POW_RamjetRifle_Player The Ramjet Sniper Rifle (Havoc + Sakura)
POW_LaserRifle_Player Stealth Black Hand Laser rifle
POW_MineTimed_Player Timed C4
POW_MineProximity_Player Proximity C4
POW_AutoRifle_Player Basic Infantry Auto Rifle

POW_Chaingun_Player_Nod Nod Officer Chaingun
POW_SniperRifle_Player_Nod Nod Black Hand Sniper rifle
GDI_APC_Player GDI APC
GDI_Humm-vee_Player GDI Hummer
GDI_Mammoth_Tank_Player GDI Mammoth Tank
GDI_Medium_Tank_Player GDI Medium Tank
GDI_MRLS_Player GDI Mobile Rocket Launcher System
Nod_APC_Player Nod APC
Nod_Buggy_Player Nod Buggy
Nod_Flame_Tank_Player Nod Flame Tank
Nod_Light_Tank_Player Nod Light Tank
Nod_Mobile_Artillery_Player Nod Mobile Artillery
Nod_Recon_Bike_Player Nod Recon Bike
Nod_SSM_Launcher_Player Nod Surface to Surface Rocket Launcher (DO NOT FIRE!!)
Nod_Stealth_Tank_Player Nod Stealth Tank
Nod_Gun_Emplacement_Player Nod Gun Emplacement
Nod_Turret_MP Nod Defensive Turret
Nod_Cannon_Emplacement_Player Nod Cannon Emplacement
Nod_Rocket_Emplacement_Player Nod Rocket Emplacement
Weapon_IonCannonBeacon_Player
Weapon_LaserRifle_Player
Weapon_AutoRifle_Player
Weapon_LaserChaingun_Player
Weapon_PersonalIonCannon_Player
Weapon_RamjetRifle_Player

Weapon_TiberiumAutoRifle_Player
Weapon_TiberiumFlechetteGun_Player
Weapon_VoltAutoRifle_Player
Weapon_RepairGun_Player
Weapon_StealthTank_Player
Weapon_ReconBike_Player
Weapon_MediumTank_Cannon_Player
Weapon_MammothTank_Rocket_Player
Weapon_MammothTank_Cannon_Player
Weapon_LightTank_Cannon_Player
Weapon_Humm-Vee_M60MG_Player
Weapon_FlameTank_Player
Weapon_Emplacement_Rocket_Player
Weapon_Emplacement_Gun_Player
Weapon_Emplacement_Cannon_Player
Weapon_Buggy_M60MG_Player
Weapon_APC_M60MG_Player
Weapon_Railgun_Player
Weapon_NukeBeacon_Player
Weapon_SSM_Player
Weapon_MRLS_Player
Weapon_MobileArtillery_Cannon_Player
Weapon_Chaingun_Player_Nod
Weapon_AutoRifle_Player_Nod
Weapon_SniperRifle_Player_Nod
Weapon_Nod_APC_Player
Weapon_VoltAutoRifle_Player_Nod
Ammo_IonCannonBeacon_Player Ammo for Ion Cannon Beacon
Ammo_LaserRifle_Player Ammo for the Stealth Black Hand Laser Rifle

Ammo_LaserChaingun_Player Ammo for the Black Hand Laser Chaingun

Ammo_StealthTank_Player Ammo for the Stealth Tank
Ammo_ReconBike_Rocket_Player Ammo for the Recon Bike
Ammo_MediumTank_Cannon_Player Ammo for the Medium Tank
Ammo_MammothTank_Rocket_Player Rocket ammo for the Mammoth
Ammo_MammothTank_Cannon_Player Cannon Ammo for the Mammoth
Ammo_LightTank_Cannon_Player Ammo for the Light Tank

Ammo_FlameTank_Player Ammo for the Flame tank
Ammo_Emplacement_Rocket_Player Ammo for the Rocket Emplacement
Ammo_Emplacement_Gun_Player Ammo for the Gun Emplacement

Ammo_Emplacement_Cannon_Player Ammo for the Cannon Emplacement

Ammo_MobileArtillery_Player Ammo for the Mobile Artillery Unit
Ammo_NukeBeacon_Player Ammo for the Nuclear Strike Beacon
Ammo_SSM_Player Ammo for the SSM (DO NOT FIRE!!)
Ammo_MRLS_Player Ammo for the Mobile Rocket Launcher System

Ammo_Nod_APC_Player Ammo for the Nod APC

CnC_GDI_Grenadier_0_Secret GDI Nurse with Grenade Launcher (Extra)
CnC_Nod_Flamethrower_0_Secret Nod Chef with flame thrower (extra)
CnC_Nod_RocketSoldier_3Boss_Secret
CnC_Nod_RocketSoldier_3Boss_Secret2
CnC_Nod_RocketSoldier_0_Secret
CnC_GDI_RocketSoldier_2SF_Secret
CnC_Nod_Truck_Player_Secret Nod Cargo Truck. Cool!
CnC_Civilian_Pickup01_Secret GDI Pickup Truck (Extra)
CnC_Civilian_Sedan01_Secret GDI Sedan (Extra)
Mx0_Nod_Obelisk Nod Ceiling Gun, can fire Obelisk laser
PCT_Zone_GDI GDI Purchase Terminal. Functional, but does not show screen.
PCT_Zone_Nod Nod Purchase Terminal. Functional, but does not show screen.
Big_Gun_Phat GDI Costal Gun, add M05_Nod_Gun_Emplacement to make it shoot.
M01_GDI_Gunboat A GDI gunboat, will shoot if given AI.
GDI_A10_Flyover The GDI A10, nonfunctional.
Nod_Comanche Sakura's Comanche
SignalFlare_Gold_Phys3 A Yellow-smoke Flare
Create_Object Items To create these items, use Create_Object
V_Jet A Nod VIP jet, cannot be flown.
Enc_gcon GDI Construction yard??
V_Submarine A non-functional submarine
V_Nod_Cargop_s The Nod C130 Cargo Plane
Structures: To create these non-functional structures, use Create_Object, not
Create_Real_Object
enc_gbar GDI Barracks. Non-functional.
enc_gbar Nod Airstrip
wep#shunt This is the door of the weapons factory....
enc_gwep Weapons Factory, non functional.
enc_gref GDI Refinery, non functional.
Parachute Stuff: See Example
H_A_X5D_ParaT_1 Animation of Parachute Falling
X5D_Box01 Box attached to parachute by default, placeholder for items/units dropped by
parachute
X5D_Box01.X5D_Box01 Animation of the box falling with the parachute
X5D_Parachute Parachute call name

Scripts:

M01_Hunt_The_Player_JDG This is the AI for the bot to hunt players in a game.
M00_No_Falling_Damage_DME When bots or vehicles fall, they are not damaged
M06_Thunder_Unit Makes bots drop rocket launchers when they die
M00_Disable_Physical_Collision_JDG Vehicles can pass through barriers. Common Application
M00_Damage_Modifier_DME","0,1,1,0,0" Makes it so that units cannot lose health (invincibility)
Mx0_Obelisk_Weapon_DLS Makes units invisible. Not Stealth, true Invisible
GTH_Credit_Trickle Modify the number of credits recieved per second. - ,"10" = 10 credits/second

M05_Nod_Gun_Emplacement AI for turrets, good for non-skirmish bots also
M05_Park_Unit A secondary AI for bots?
M02_PLAYER_VEHICLE 90 sec AI for vechs dropped by c130, autopilots them off of Airstrip.
M00_Disable_Transtition When attached to a vehicle, no one can get in that vehicle.