Here is some information Greg Hjelstrom gave me many years ago on the M00_Action script.

 _Move_Target_ID   = The Target ID to move towards.
 _Move_Following   = Whether this unit should follow the Target ID or not.
 _Move_Destination   = The Vector3 location of the movement destination.

 _Move_Waypath_ID   = The ID of a waypath to follow.
_Move_Waypath_Start_ID = The starting point to use on the waypath.
_Move_Waypath_End_ID = The ending point to use on the waypath.
_Move_Waypath_Splined = Whether to use splined movement or not on waypaths.
_Move_Waypath_Looping = If the unit should circle on the waypath.

 _Move_Patrol_Radius = A radius to use if patrolling an area.
_Move_Patrol_Loiter_Time = How long to wait at each point until patrolling again.

 _Move_Arrive_Distance = The distance to close to with the destination.
 _Move_Speed   = The speed at which the unit moves.
 _Move_Crouch   = Whether to move crouched or not.
 _Move_Backwards   = Whether to move backwards or not.
 _Move_Pathfind = Whether to use pathfinding data for movement or not.

 _Attack_Target_ID   = The attack target's ID.
 _Attack_Location   = The location of the attack (if no target).

 _Attack_Range   = The maximum effective range of the attack.
 _Attack_Deviation   = The deviation of the attack.
 _Attack_Primary   = Whether to use the primary weapon or not.
 _Attack_Crouched   = Whether to crouch when firing or not.