
Subject: Westwood Scripts [M02]

Posted by [Troll King](#) on Thu, 28 Jun 2012 10:54:26 GMT

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Greetings all people and happy modders of Renegade.

(If you wish to see the link right now, because you can't wait to see the scripts. Go down to the bottom of the message.)

A few weeks ago I had a thought in my mind to Decompile the original Westwood scripts.

HOWEVER: 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 some 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 COMPLETELY BECAUSE 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. Although all strings are EXACTLY the same as the original.

This release contains the following scripts:

- M02_Encyclopedia_Reveal
- M02_Data_Disk
- M02_Commando_Start
- M02_GDI_Helicopter
- M02_Nod_Jet_Waypath
- M02_Nod_Jet
- M02_Mendoza
- M02_Destroy_Vehicle
- M02_Approach_Vehicle
- M02_Player_Vehicle
- M02_Nod_Vehicle
- M02_Nod_Apache
- M02_Stationary_Vehicle
- M02_GDI_Soldier
- M02_Nod_Convoy_Truck
- M02_Destroy_Objective
- M02_Helipad
- M02_Dam_MCT
- M02_Power_Plant
- M02_Obelisk
- M02_Nod_Soldier

M02_Reset_Spawn
M02_Objective_Zone
M02_Objective_Controller

I believe these are ALL M02 scripts besides 'M02_Respawn_Controller'. I didn't decompile this one just yet because there are too many things in there I don't understand just yet.

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 only have cost me alot of time. I'm currently working on the MX0 scripts aswell.

Happy Modding!

Q: So why the M02 scripts you ask?

A: It was a request from zunnie.

Q: Do all the numbers in there resemble the original numbers?

A: Most likely yes, but I cannot guarantee that.

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.

Q: Can I ask you something about M02_Respawn_Controller?

A: Sure you can. My preference goes to IRC. I'm usually in #mpf from MultiPlayerForums and #tt from BlackIntel.

Special thanks to JonWil, for helping me out by indicating what program I should use etc.

IMPORTANT NOTE: NONE OF THE NEGATIVE FLOATS ARE CORRECT, HAVE TO LOOK INTO IT HOW TO FIX IT!

HERE COMES THE ALMIGHTY LINK TO THEM!! @ @#%%^&

<http://pastebin.com/iC0FtbdD>

File Attachments

1) [Neijwiert_M02_Scripts.h](#), downloaded 170 times
