
Subject: Re: Westwood Scripts [M02]

Posted by [Troll King](#) on Fri, 29 Jun 2012 15:05:03 GMT

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I made this list for it, if anybody needs it.

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dword_101D3700 + 8 = void Debug_Message(char *format, ...);
dword_101D3700 + 12 = void Action_Reset(GameObject *obj, float priority);
dword_101D3700 + 16 = void Action_Goto(GameObject *obj, const ActionParamsStruct
&params);
dword_101D3700 + 20 = void Action_Attack(GameObject *obj, const ActionParamsStruct
&params);
dword_101D3700 + 24 = void Action_Play_Animation(GameObject *obj, const
ActionParamsStruct &params);
dword_101D3700 + 28 = void Action_Enter_Exit(GameObject (GameObject *obj, const
ActionParamsStruct &params);
dword_101D3700 + 32 = void Action_Face_Location(GameObject *obj, const ActionParamsStruct
&params)
dword_101D3700 + 36 = void Action_Dock(GameObject *obj, const ActionParamsStruct
&params);
dword_101D3700 + 40 = void Action_Follow_Input(GameObject *obj, const ActionParamsStruct
&params);
dword_101D3700 + 44 = void Modify_Action(GameObject *obj, int ActionID, const
ActionParamsStruct &params, bool modify_move, bool modify_attack);
dword_101D3700 + 48 = int Get_ActionID(GameObject *obj);
dword_101D3700 + 52 = bool Get_Action_Params(GameObject *obj, ActionParamsStruct
&params);
dword_101D3700 + 56 = bool Is_Performing_Pathfind_Action(GameObject *obj);
dword_101D3700 + 60 = void Set_Position(GameObject *obj, const Vector3 &position);
dword_101D3700 + 64 = Vector3 Get_Position(GameObject *obj);
dword_101D3700 + 68 = Vector3 Get_Bone_Position(GameObject *obj, const char *bone_name);
dword_101D3700 + 72 = float Get_Facing(GameObject *obj);
dword_101D3700 + 76 = void Set_Facing(GameObject *obj, float degrees);
dword_101D3700 + 80 = void Disable_All_Collisions(GameObject *obj);
dword_101D3700 + 84 = void Disable_Physical_Collisions(GameObject *obj);
dword_101D3700 + 88 = void Enable_Collisions(GameObject *obj);
dword_101D3700 + 92 = void Destroy_Object(GameObject *obj);
dword_101D3700 + 96 = GameObject *Find_Object(int obj_id);
dword_101D3700 + 100 = GameObject *Create_Object(const char *type_name, const Vector3
&position);
dword_101D3700 + 104 = GameObject *Create_Object_At_Bone(GameObject *host_obj, const
char *new_obj_type_name, const char *bone_name);
dword_101D3700 + 108 = int Get_ID(GameObject *obj);
dword_101D3700 + 112 = int Get_Preset_ID(GameObject *obj);
dword_101D3700 + 116 = const char *Get_Preset_Name(GameObject *obj);
dword_101D3700 + 120 = void Attach_Script(GameObject *object, const char *scriptName, const
char *scriptParams);
dword_101D3700 + 124 = void Add_To_Dirty_Cull_List(GameObject *object);
dword_101D3700 + 128 = void Start_Timer(GameObject *obj, ScriptClass *script, float duration,
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int timer_id);
dword_101D3700 + 132 = void Trigger_Weapon(GameObject *obj, bool trigger, const Vector3
&target, bool primary);
dword_101D3700 + 136 = void Select_Weapon(GameObject *obj, const char *weapon_name);
dword_101D3700 + 140 = void Send_Custom_Event(GameObject *from, GameObject *to, int
type, int param, float delay);
dword_101D3700 + 144 = void Send_Damaged_Event(GameObject *obj, GameObject
*damager);
dword_101D3700 + 148 = float Get_Random(float min, float max);
dword_101D3700 + 152 = int Get_Random_Int(int min, int max);
dword_101D3700 + 156 = GameObject *Find_Random_Simple_Object(const char
*preset_name);
dword_101D3700 + 160 = void Set_Model(GameObject *obj, const char *model_name);
dword_101D3700 + 164 = void Set_Animation(GameObject *obj, const char *anim_name, bool
looping, const char *sub_obj_name, float start_frame, float end_frame, bool is_blended);
dword_101D3700 + 168 = void Set_Animation_Frame(GameObject *obj, const char *anim_name,
int frame);
dword_101D3700 + 172 = int Create_Sound(const char *sound_preset_name, const Vector3
&position, GameObject *creator);
dword_101D3700 + 176 = int Create_2D_Sound(const char *sound_preset_name);
dword_101D3700 + 180 = int Create_2D_WAV_Sound(const char *wav_filename);
dword_101D3700 + 184 = int Create_3D_WAV_Sound_At_Bone(const char *wav_filename,
GameObject *obj, const char *bone_name);
dword_101D3700 + 188 = int Create_3D_Sound_At_Bone(const char *sound_preset_name,
GameObject *obj, const char *bone_name);
dword_101D3700 + 192 = int Create_Logical_Sound(GameObject *creator, int type, const
Vector3 &position, float radius);
dword_101D3700 + 196 = void Start_Sound(int sound_id);
dword_101D3700 + 200 = void Stop_Sound(int sound_id, bool destroy_sound);
dword_101D3700 + 204 = void Monitor_Sound(GameObject *game_obj, int sound_id);
dword_101D3700 + 208 = void Set_Background_Music(const char *wav_filename);
dword_101D3700 + 212 = void Fade_Background_Music(const char *wav_filename, int
fade_out_time, int fade_in_time);
dword_101D3700 + 216 = void Stop_Background_Music();
dword_101D3700 + 220 = float Get_Health(GameObject *obj);
dword_101D3700 + 224 = float Get_Max_Health(GameObject *obj);
dword_101D3700 + 228 = void Set_Health(GameObject *obj, float health);
dword_101D3700 + 232 = float Get_Shield_Strength(GameObject *obj);
dword_101D3700 + 236 = float Get_Max_Shield_Strength(GameObject *obj);
dword_101D3700 + 240 = void Set_Shield_Strength(GameObject *obj, float strength);
dword_101D3700 + 244 = void Set_Shield_Type(GameObject *obj, const char *name);
dword_101D3700 + 248 = int Get_Player_Type(GameObject *obj);
dword_101D3700 + 252 = void Set_Player_Type(GameObject *obj, int type);
dword_101D3700 + 256 = float Get_Distance(const Vector3 &p1, const Vector3 &p2);
dword_101D3700 + 260 = void Set_Camera_Host(GameObject *obj);
dword_101D3700 + 264 = void Force_Camera_Look(const Vector3 *target);
dword_101D3700 + 268 = GameObject *Get_The_Star();
dword_101D3700 + 272 = GameObject *Get_A_Star(const Vector3 &pos);

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dword_101D3700 + 276 = GameObject *Find_Closest_Soldier(const Vector3 &pos, float min_dist,
float max_dist, bool only_human);
dword_101D3700 + 280 = bool Is_A_Star(GameObject *obj);
dword_101D3700 + 284 = void Control_Enable(GameObject *obj, bool enable);
dword_101D3700 + 288 = const char *Get_Damage_Bone_Name();
dword_101D3700 + 292 = bool Get_Damage_Bone_Direction();
dword_101D3700 + 296 = bool Is_Object_Visible(GameObject *looker, GameObject *obj);
dword_101D3700 + 300 = void Enable_Enemy_Seen(GameObject *obj, bool enable);
dword_101D3700 + 304 = void Set_Display_Color(unsigned char red, unsigned char green,
unsigned char blue);
dword_101D3700 + 308 = void Display_Text(int string_id);
dword_101D3700 + 312 = void Display_Float(float value, const char *format);
dword_101D3700 + 316 = void Display_Int(int value, const char *format);
dword_101D3700 + 320 = void Save_Data(ScriptSave &saver, int id, int size, void *data);
dword_101D3700 + 324 = void Save_Pointer(ScriptSave &saver, int id, void *pointer);
dword_101D3700 + 328 = bool Load_Begin(ScriptLoader &loader, int *id);
dword_101D3700 + 332 = void Load_Data(ScriptLoader &loader, int size, void *data);
dword_101D3700 + 336 = void Load_Pointer(ScriptLoader &loader, void **pointer);
dword_101D3700 + 340 = void Load_End(ScriptLoader &loader);
dword_101D3700 + 344 = void Begin_Chunk(ScriptSaver &saver, unsigned int chunkID);
dword_101D3700 + 348 = void End_Chunk(ScriptSaver &saver);
dword_101D3700 + 352 = bool Open_Chunk(ScriptLoader &loader, unsigned int *chunkID);
dword_101D3700 + 356 = void Close_Chunk(ScriptLoader &loader);
dword_101D3700 + 360 = void Clear_Radar_Markers();
dword_101D3700 + 364 = void Clear_Radar_Marker(int id);
dword_101D3700 + 368 = void Add_Radar_Marker(int id, const Vector3 &position, int
shape_type, int color_type);
dword_101D3700 + 372 = void Set_Obj_Radar_Blip_Shape(GameObject *obj, int shape_type);
dword_101D3700 + 376 = void Set_Obj_Radar_Blip_Color(GameObject *obj, int color_type);
dword_101D3700 + 380 = void Enable_Radar(bool enable);
dword_101D3700 + 384 = void Clear_Map_Cell(int cell_x, int cell_y);
dword_101D3700 + 388 = void Clear_Map_Cell_By_Pos(const Vector3 &world_space_pos);
dword_101D3700 + 392 = void Clear_Map_Cell_By_Pixel_Pos(int pixel_pos_x, int pixel_pos_y);
dword_101D3700 + 396 = void Clear_Map_Region_By_Pos(const Vector3 &world_space_pos, int
pixel_radius);
dword_101D3700 + 400 = void Reveal_Map();
dword_101D3700 + 404 = void Shroud_Map();
dword_101D3700 + 408 = void Show_Player_Map_Marker(bool onoff);
dword_101D3700 + 412 = float Get_Safe_Flight_Height(float x_pos, float y_pos);
dword_101D3700 + 416 = void Create_Explosion(const char *explosion_def_name, const Vector3
&pos, GameObject *creator);
dword_101D3700 + 420 = void Create_Explosion_At_Bone(const char *explosion_def_name,
Gameobject *object, const char *bone, GameObject *creator);
dword_101D3700 + 424 = void Enable_HUD(bool enable);
dword_101D3700 + 428 = void Mission_Complete(bool success);
dword_101D3700 + 432 = void Give_PowerUp(GameObject *obj, const char *preset_name, bool
display_on_hud);
dword_101D3700 + 436 = void Innate_Disable(GameObject *object);

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dword_101D3700 + 440 = void Innate_Enable(GameObject *object);
dword_101D3700 + 444 = bool Innate_Soldier_Enable_Enemy_Seen(GameObject *obj, bool
state);
dword_101D3700 + 448 = bool Innate_Soldier_Enable_Gunshot_Heard(GameObject *obj, bool
state);
dword_101D3700 + 452 = bool Innate_Soldier_Enable_Footsteps_Heard(GameObject *obj, bool
state);
dword_101D3700 + 456 = bool Innate_Soldier_Enable_Bullet_Heard(GameObject *obj, bool
state);
dword_101D3700 + 460 = bool Innate_Soldier_Enable_Actions(GameObject *obj, bool state);
dword_101D3700 + 464 = void Set_Innate_Soldier_Home_Location(GameObject *obj, const
Vector3 &home_pos, float home_radius);
dword_101D3700 + 468 = void Set_Innate_Aggressiveness(GameObject *obj, float
aggressiveness);
dword_101D3700 + 472 = void Set_Innate_Take_Cover_Probability(GameObject *obj, float
probability);
dword_101D3700 + 476 = void Set_Innate_Is_Stationary(GameObject *obj, bool stationary);
dword_101D3700 + 480 = void Innate_Force_State_Bullet_Heard(GameObject *obj, const
Vector3 &pos);
dword_101D3700 + 484 = void Innate_Force_State_Footsteps_Heard(GameObject *obj, const
Vector3 &pos);
dword_101D3700 + 488 = void Innate_Force_State_Gunshots_Heard(GameObject *obj, const
Vector3 &pos);
dword_101D3700 + 492 = void Innate_Force_State_Enemy_Seen(GameObject *obj, GameObject
*enemy);
dword_101D3700 + 496 = void Static_Anim_Phys_Goto_Frame(int obj_id, float frame, const char
*anim_name);
dword_101D3700 + 500 = void Static_Anim_Phys_Goto_Last_Frame(int obj_id, const char
*anim_name);
dword_101D3700 + 504 = unsigned int Get_Sync_Time();
dword_101D3700 + 508 = void Add_Objective(int id, int type, int status, int short_description_id,
char *description_sound_filename, int long_description_id);
dword_101D3700 + 512 = void Remove_Objective(int id);
dword_101D3700 + 516 = void Set_Objective_Status(int id, int status);
dword_101D3700 + 520 = void Change_Objective_Type(int id, int type);
dword_101D3700 + 524 = void Set_Objective_Radar_Blip(int id, const Vector3 &position);
dword_101D3700 + 528 = void Set_Objective_Radar_Blip_Object(int id, ScriptableObject
*unit);
dword_101D3700 + 532 = void Set_Objective_HUD_Info(int id, float priority, const char
*texture_name, int message_id);
dword_101D3700 + 536 = void Set_Objective_HUD_Info_Position(int id, float priority, const char
*texture_name, int message_id);
dword_101D3700 + 540 = void Shake_Camera(const Vector3 &pos, float radius, float intensity,
float duration);
dword_101D3700 + 544 = void Enable_Spawner(int id, bool enable);
dword_101D3700 + 548 = GameObject *Trigger_Spawner(int id);
dword_101D3700 + 552 = void Enable_Engine(GameObject *object, bool onoff);
dword_101D3700 + 556 = int Get_Difficulty_Level();
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dword_101D3700 + 560 = void Grant_Key(GameObject *object, int key, bool grant);
dword_101D3700 + 564 = bool Has_Key(GameObject *object, int key, bool grant);
dword_101D3700 + 568 = void Enable_Hibernation(GameObject *object, bool enable);
dword_101D3700 + 572 = void Attach_To_Object_Bone(GameObject *object, GameObject *host_object, const char *bone_name);
dword_101D3700 + 576 = int Create_Conversation(const char *conversation_name, int priority, float max_dist, bool is_interruptable);
dword_101D3700 + 580 = void Join_Conversation(GameObject *object, int active_conversation_id, bool allow_mode, bool allow_head_turn, bool allow_facing);
dword_101D3700 + 584 = void Join_Conversation_Facing(GameObject *object, int active_conversation_id, int obj_id_to_face);
dword_101D3700 + 588 = void Start_Conversation(int active_conversation_id, int ActionID);
dword_101D3700 + 592 = void Monitor_Conversation(GameObject *object, int active_conversation_id);
dword_101D3700 + 596 = void Start_Random_Conversation(GameObject *object);
dword_101D3700 + 600 = void Stop_Conversation(int active_conversation_id);
dword_101D3700 + 604 = void Stop_All_Conversations();
dword_101D3700 + 608 = void Lock_Soldier_Facing(GameObject *object, GameObject *object_to_face, bool turn_body);
dword_101D3700 + 612 = void Unlock_Soldier_Facing(GameObject *object);
dword_101D3700 + 616 = void Apply_Damage(GameObject *object, float amount, const char *warhead_name, GameObject *damager);
dword_101D3700 + 620 = void Set_Loiters_Allowed(GameObject *object, bool allowed);
dword_101D3700 + 624 = void Set_Is_Visible(GameObject *object, bool visible);
dword_101D3700 + 628 = void Set_Is_Rendered(GameObject *object, bool rendered);
dword_101D3700 + 632 = float Get_Points(GameObject *object);
dword_101D3700 + 636 = void Give_Points(GameObject *object, float points, bool entire_team);
dword_101D3700 + 640 = float Get_Money(GameObject *object);
dword_101D3700 + 644 = void Give_Money(GameObject *object, float money, bool entire_team);
dword_101D3700 + 648 = bool Get_Building_Power(GameObject *object);
dword_101D3700 + 652 = void Set_Building_Power(GameObject *object, bool onoff);
dword_101D3700 + 656 = void Play_Building_Announcement(GameObject *object, int text_id);
dword_101D3700 + 660 = GameObject *Find_Nearest_Building_To_Pos(const Vector3 &position, const char *mesh_prefix);
dword_101D3700 + 664 = GameObject *Find_Nearest_Building(GameObject *object, const char *mesh_prefix);
dword_101D3700 + 668 = int Team_Member_In_Zone(GameObject *object, int player_type);
dword_101D3700 + 672 = void Set_Clouds(float cloudcover, float cloudgloominess, float ramptime);
dword_101D3700 + 676 = void Set_Lightning(float intensity, float startdistance, float enddistance, float heading, float distribution, float ramptime);
dword_101D3700 + 680 = void Set_War_Blitz(float intensity, float startdistance, float enddistance, float heading, float distribution, float ramptime);
dword_101D3700 + 684 = void Set_Wind(float heading, float speed, float variability, float ramptime);
dword_101D3700 + 688 = void Set_Rain(float density, float ramptime, bool prime);
dword_101D3700 + 692 = void Set_Snow(float density, float ramptime, bool prime);
dword_101D3700 + 696 = void Set_Ash(float density, float ramptime, bool prime);

dword_101D3700 + 700 = void Set_Fog_Enable(bool enabled);
dword_101D3700 + 704 = void Set_Fog_Range(float startdistance, float enddistance, float ramptime);
dword_101D3700 + 708 = void Enable_Stealth(GameObject *object, bool onoff);
dword_101D3700 + 712 = void Cinematic_Sniper_Control(bool enabled, float zoom);
dword_101D3700 + 716 = int Text_File_Open(const char *filename);
dword_101D3700 + 720 = bool Text_File_Get_String(int handle, char *buffer, int size);
dword_101D3700 + 724 = void Text_File_Close(int handle);
dword_101D3700 + 728 = void Enable_Vehicle_Transitions(GameObject *object, bool enable);
dword_101D3700 + 732 = void Display_GDI_Player_Terminal();
dword_101D3700 + 736 = void Display_NOD_Player_Terminal();
dword_101D3700 + 740 = void Display_Mutant_Player_Terminal();
dword_101D3700 + 744 = bool Reveal_Encyclopedia_Character(int object_id);
dword_101D3700 + 748 = bool Reveal_Encyclopedia_Weapon(int object_id);
dword_101D3700 + 752 = bool Reveal_Encyclopedia_Vehicle(int object_id);
dword_101D3700 + 756 = bool Reveal_Encyclopedia_Building(int object_id);
dword_101D3700 + 760 = void Display_Encyclopedia_Event_UI();
dword_101D3700 + 764 = void Scale_AI_Awareness(float sight_scale, float hearing_scale);
dword_101D3700 + 768 = void Enable_Cinematic_Freeze(GameObject *object, bool enable);
dword_101D3700 + 772 = void Expire_Powerup(GameObject *object);
dword_101D3700 + 776 = void Set_HUD_Help_Text(int string_id, const Vector3 color);
dword_101D3700 + 780 = void Enable_HUD_Pokable_Indicator(GameObject *object, bool enable);
dword_101D3700 + 784 = void Enable_Innate_Conversations(GameObject *object, bool enable);
dword_101D3700 + 788 = void Display_Health_Bar(GameObject *object, bool display);
dword_101D3700 + 792 = void Enable_Shadow(GameObject *object, bool enable);
dword_101D3700 + 808 = void Set_Screen_Fade_Color(float r, float g, float b, float seconds);
dword_101D3700 + 812 = void Set_Screen_Fade_Opacity(float opacity, float seconds);
