
Subject: What is known about the MDD_ demo scripts?
Posted by [iRANian](#) on Sun, 25 Aug 2013 11:11:33 GMT
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Looks like these were used in the E3 2000 demo:

<http://www.youtube.com/watch?v=iOYo0F9SevI>

This is supported by the 'level_demo' cinematic presets in LevelEdit referencing assets with "e3" in their name, like:

cinematics\level_demo\intro\ag_e3-biketire.w3d

For the "Nod Bike A" cinematic under the "NOD Bike Intro" cinematics tree. Also things like the Apache outros referencing:

cinematics\level_demo\dog fight\v_apache-e3.w3d

There are the following scripts:

MDD_Objective_Controller
MDD_Respawn_Controller
MDD_Nod_Soldier
MDD_GDI_Soldier
MDD_Stationary_Vehicle
MDD_Nod_Apache
MDD_Nod_Stealth
MDD_Flying_Vehicle

MDD_Commando:

Most likely this script was placed on the player playing the demo, as "commando" is the terminology used for the player in single player.

::Created():

-Disables player control over the player's soldier object.

-Sets the object attached's shield to blamo (takes no damage from weapons).

MDD_Havoc_Unit:

Created():

-Sets the object attached's shield to blamo (takes no damage from weapons).
