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Subject: Re: Singleplayer scripts

Posted by [Neijwiert](#) on Tue, 24 Oct 2017 20:35:18 GMT

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M03 Has been completely reverse engineered with code flow.

The release contains the following scripts (May contain scripts that were missed in previous releases):

Toggle Spoiler

Uncompleted

No uncompleted scripts

Completed

M03\_Cine\_Explosion

M03\_Damage\_Modifier\_All

M03\_Killed\_Sound

RMV\_Trigger\_Killed

M03\_AggAndCover

RMV\_Home\_Point

M03\_Beach\_Radio

M10\_Pokeable\_Item\_OnePoke

M03\_Past\_Pillbox

M03\_Reinforcement\_Chinook

M03\_No\_More\_Parachute

M03\_Beach\_Turret

M03\_Destroyed\_Turret

M03\_Wheres\_The\_Star

RMV\_Trigger\_Zone

M09\_Innate\_Activate

M00\_Reveal\_Enc\_Character\_DAY

M03\_DataDiscMessage

RMV\_Trigger\_Zone\_2

RMV\_Hostage\_Rescue\_Point

M03\_Zone\_Enabled\_Spawner

M03\_Killed\_Disabled\_Spawner

M10\_Stationary

M03\_Structure\_Powerup\_Drop

M03\_Destroyed\_Chinook

M08\_Nod\_Turret

M03\_Engineer\_Repair

M03\_Tiberium\_Cave\_Stay\_Put

M03\_Ambient\_Birdcall\_Controller\_JDG

M03\_Radar\_UnScramble

M10\_Elevator\_All\_Zone

M03\_Power\_Plant

M03\_Base\_Patrol

M03\_Protect\_The\_MCT

RMV\_Camera\_Behavior  
M03\_Technician\_Work  
M03\_Mct\_Poke  
RMV\_M03\_Comm\_Center\_Terminal  
Sakura\_Killed  
M03\_Sakura\_Explosion  
M03\_Officer\_With\_Key\_Card2  
M06\_Activate\_Secret\_Door  
M03\_Holograph\_EntryZone\_JDG  
M03\_KaneHead\_JDG  
RMV\_Volcano\_And\_Lava\_Ball\_Creator  
RMV\_Engine\_Sound  
M03\_Refinery  
M03\_Officer\_With\_Key\_Card  
M03\_Key\_Card  
M00\_InnatelsStationary  
M09\_Attack\_Blocked\_False  
M03\_Mission\_Complete\_Zone  
RMV\_Trigger\_Poked  
M00\_Trigger\_When\_Destroyed\_RMV  
M03\_Beach\_Scenario\_Controller  
M00\_Object\_Create\_RMV  
M03\_Intro\_Substitute  
M00\_Put\_Script\_On\_Commando  
M00\_Damaged\_Warning  
M03\_Initial\_Powerups  
M03\_Commando\_Script  
M03\_Objective\_Controller  
M03\_Objective\_Tracker  
M03\_Chinook\_Reinforcements  
M03\_Gunboat\_Controller\_RMV  
DLS\_Volcano\_Stumble  
M03\_Beach\_Reinforce  
M03\_Chinook\_ParaDrop  
M03\_Paratrooper\_Run  
M03\_Conversation\_Zone  
M03\_Staged\_Conversation\_1  
M09\_Innate\_Disable  
M00\_Trigger\_When\_Killed\_RMV  
M03\_Alternate\_Sam\_Site  
M03\_Chinook\_Fodder\_Creator  
M03\_Inlet\_Nod\_Reinforcements  
M00\_Object\_Destroy\_Self\_RMV  
M03\_Engineer\_Target  
RMV\_Test\_Big\_Gun\_Turning  
M03\_Radar\_Scramble  
M10\_Elevator\_All\_Controller  
M03\_ConYardSeen

M03\_PowerPlant\_Warning  
M03\_Announce\_PowerPlant\_Controller\_JDG  
M03\_Area\_Troop\_Counter  
M03\_Reinforce\_Area  
M03\_CommCenter\_Arrow  
M03\_CommCenter\_Warning  
M03\_Comm\_Killed  
M03\_Announce\_CommCenter\_Controller\_JDG  
M03\_Flyover\_Controller  
M03\_Base\_Harvester  
RMV\_Engineer\_Wander  
M03\_Announce\_Refinery\_Controller\_JDG  
DLS\_Volcano\_Active

// Below are scripts that are not used, but they are present

M03\_Goto\_Star  
M03\_Staged\_Conversation\_Soldier  
M03\_Big\_Gun\_Explosion  
M03\_Tailgun\_Fodder  
M03\_Tailgun\_Fodder\_Zone  
M03\_Tailgun  
M03\_Chinook\_Spawned\_Soldier\_GDI  
M03\_Beach\_Soldier\_GDI  
M03\_Inlet\_Soldier\_GDI  
M03\_Chinook\_Drop\_Soldiers\_GDI  
M03\_Move\_Commando\_To\_Start  
M03\_CommCenter\_SatelliteDish\_Controller\_JDG  
M03\_Outro\_Cinematic  
M03\_A05\_Evac\_Zone

Notes for this release:

The devs used local variable address sharing through Send\_Custom\_Event. This is very unsafe and should not be used in any new scripts. (See M03\_Area\_Troop\_Counter.cpp and M03\_Reinforce\_Area.cpp)

See GitHub for the source code.

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