

---

Subject: I need some help from good modders

Posted by [Anonymous](#) on Wed, 20 Nov 2002 16:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Here is a list of all the scripts referenced by the standard MP maps plus the standard objects.ddb file  
fileM00\_Advanced\_Guard\_TowerM00\_ArmorMedal\_TextMessage\_JDGM00\_BUILDING\_EXPLO  
DE\_NO\_DAMAGE\_DAKM00\_Base\_DefenseM00\_BuildingStateSoundSpeakerM00\_C130\_Explo  
sionM00\_CNC\_CrateM00\_Change\_L3Mutant\_RadarMarker\_JDGM00\_Death\_PowerupM00\_Disab  
le\_Physical\_Collision\_JDGM00\_Disable\_TransitionM00\_GrantPowerup\_CreatedM00\_HealthMe  
dal\_TextMessage\_JDGM00\_Ion\_Cannon\_SoundM00\_LandMine\_DLASM00\_Nod\_Obelisk\_CNCM  
00\_NukeStrike\_AnimM00\_PCT\_Pokable\_DAKM00\_Permanent\_No\_Falling\_Damage\_IMLM00\_Pi  
ay\_SoundM00\_Play\_Sound\_Object\_Bone\_DAYM00\_Powerup\_DestroyM00\_Send\_Object\_IDM0  
0\_Soldier\_Powerup\_DisableM00\_Soldier\_Powerup\_GrantM00\_Vehicle\_Regen\_DAKM00\_Viscer  
oidInnate\_DAYM01\_OutroM03\_Big\_Gun\_ExplosionM03\_Chinook\_Drop\_Soldiers\_GDIM03\_Dam  
age\_Modifier\_AllM03\_Goto\_StarM04\_Keycard\_01\_Script\_JDGM04\_Keycard\_02\_Script\_JDGM0  
4\_Keycard\_03\_Script\_JDGM04\_Ships\_Captain\_JDGM08\_Alarm\_SwitchM09\_PSuitAnimM11\_Vol  
tRifleGuy\_Script\_JDGM09\_A02\_Apache\_DogfightMPR\_A02\_Orca\_Dogfight\_RMVMPR\_A05\_A1  
0\_Air\_Strike\_RMVRMV\_Engine\_SoundSakura\_KilledScriptCommandoFailureTest\_CinematicWh  
at I need to know is, which of these scripts are actually required for MP or for one of the standard  
MP maps. Also, I need to know of scripts not on this list that people have used in their MP  
maps. Include the scripts for doing bots, I might re-implement those as well.

---

---

Subject: I need some help from good modders

Posted by [Anonymous](#) on Wed, 20 Nov 2002 17:05:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

M03\_Repair\_engineer and M03\_Repair\_target (make bots repair stuff, and give them a target to  
repair.)PDS\_Test\_Follow\_Waypath (Make tanks follow a waypath and shoot at enemy who  
shoots them)I am not a good modder though. LOL [ November 20, 2002, 17:06: Message edited  
by: garth8422 ]

---