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Subject: please help me  
Posted by [candc5297](#) on Sat, 03 Jun 2006 13:52:59 GMT  
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i have a question (a simple one but i can't help it)  
i'm making a huge c&drop mod (just for the lan so it's harder)  
but i can't get al the characters in it (for ex havoc won't work)  
is there anybody who can give me a full list of the character names like you have to use them in a  
drop mod please

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Subject: Re: please help me  
Posted by [Titan\\_HQ](#) on Sat, 03 Jun 2006 14:22:22 GMT  
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candc5297 wrote on Sat, 03 June 2006 14:52  
is there anybody who can give me a full list of the character names like you have to use them in a  
drop mod please

What?? can somebody translate this into english please

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Subject: Re: please help me  
Posted by [danpaul88](#) on Sat, 03 Jun 2006 15:46:27 GMT  
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uhm.. theres havoc, deadeye, sydney, sakura, locke, gunner, patch, mobius, kane, hotwire.... and  
lots of other characters

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Subject: Re: please help me  
Posted by [candc5297](#) on Sat, 03 Jun 2006 16:58:49 GMT  
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yeah i knew that  
but the problem is that you have to use for ex mobius:cnc\_ignatio\_mobius\_skirmish  
i don't the name for havoc and pic and hotty and the other ones

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Subject: Re: please help me  
Posted by [Zion](#) on Sat, 03 Jun 2006 17:38:35 GMT  
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here, a whole list:

mp\_GDI\_Barracks="GDI Barracks"  
mp\_GDI\_War\_Factory="GDI Weapons Factory"  
mp\_GDI\_Repair\_Bay="GDI Repair Facility"  
mp\_GDI\_Refinery="GDI Tiberium Refinery"  
mp\_GDI\_Power\_Plant="GDI Power Plant"  
mp\_GDI\_Com\_Center="GDI Communications Center"  
mp\_Nod\_Airstrip="Nod Airstrip"  
mp\_Nod\_Repair\_Bay="Nod Repair Facility"  
mp\_Nod\_Refinery="Nod Tiberium Refinery"  
mp\_Nod\_Power\_Plant="Nod Power Plant"  
mp\_Nod\_Com\_Center="Nod Communications Center"  
mp\_Hand\_of\_Nod="Hand of Nod"  
mp\_GDI\_Advanced\_Guard\_Tower="GDI Advanced Guard Tower"  
mp\_GDI\_Helipad="GDI Helipad"  
mp\_Mutant\_Lab="Mutant Lab"  
mp\_Nod\_Obelisk="Nod Obelisk"  
mp\_Nod\_Helipad="Nod Helipad"  
Nod\_Obelisk="Nod Obelisk"  
GDI\_Ceiling\_Gun\_AGT="GDI Advanced Guard Tower"  
GDI\_AGT="GDI Advanced Guard Tower"  
Nod\_Turret\_MP="Nod Turret"  
Nod\_Turret\_MP\_Improved="Nod Turret"  
GDI\_Guard\_Tower="GDI Guard Tower"  
mp\_Nod\_Tiberium\_Silo="Tiberium Silo"  
mp\_GDI\_Tiberium\_Silo="Tiberium Silo"  
MP\_Nod\_ConstructionYard="Construction Yard"  
MP\_GDI\_ConstructionYard="Construction Yard"  
CnC\_GDI\_Engineer\_0="GDI Engineer"  
CnC\_GDI\_Engineer\_2SF="Hotwire"  
CnC\_GDI\_Grenadier\_0="GDI Grenadier"  
CnC\_GDI\_Grenadier\_2SF="Patch"  
CnC\_Ignatio\_Mobius="Mobius"  
CnC\_Ignatio\_Mobius\_ALT2="Power Suit Mobius"  
CnC\_GDI\_Minigunner\_0="GDI Minigunner"  
CnC\_GDI\_Minigunner\_1Off="GDI Officer"  
CnC\_GDI\_Minigunner\_2SF="Deadeye"  
CnC\_GDI\_Minigunner\_3Boss="Havoc"  
CnC\_GDI\_Minigunner\_3Boss\_ALT2="Urban Havoc"  
CnC\_GDI\_Minigunner\_3Boss\_ALT3="Snow Havoc"  
CnC\_GDI\_Minigunner\_3Boss\_ALT4="Desert Havoc"  
CnC\_GDI\_RocketSoldier\_0="GDI Shotgunner"  
CnC\_GDI\_RocketSoldier\_1Off="GDI Rocket Soldier"  
CnC\_GDI\_RocketSoldier\_2SF="Gunner"  
CnC\_Sydney\_PowerSuit="Sydney"  
CnC\_Sydney\_PowerSuit\_ALT2="Power Suit Sydney"  
CnC\_Sydney="Tiberium Sydney"

CnC\_Nod\_Engineer\_0="Nod Engineer"  
CnC\_Nod\_FlameThrower\_0="Nod Flamethrower"  
CnC\_Nod\_FlameThrower\_1Off="Chemical Warrior"  
CnC\_Nod\_FlameThrower\_2SF="Stealth Black Hand"  
CnC\_Nod\_FlameThrower\_3Boss="Mendoza"  
CnC\_Nod\_FlameThrower\_3Boss\_ALT2="Red Suit Mendoza"  
CnC\_Nod\_Minigunner\_0="Nod Minigunner"  
CnC\_Nod\_Minigunner\_1Off="Nod Officer"  
CnC\_Nod\_Minigunner\_2SF="Black Hand Sniper"  
CnC\_Nod\_Minigunner\_3Boss="Sakura"  
CnC\_Nod\_MiniGunner\_3Boss\_ALT2="Sexy Suit Sakura"  
CnC\_Nod\_RocketSoldier\_0="Nod Shotgunner"  
CnC\_Nod\_RocketSoldier\_1Off="Nod Rocket Soldier"  
CnC\_Nod\_RocketSoldier\_2SF="Laser Chaingunner"  
CnC\_Nod\_RocketSoldier\_3Boss="Raveshaw"  
CnC\_Nod\_RocketSoldier\_3Boss\_ALT2="Tiberium Raveshaw"  
CnC\_Nod\_Technician\_0="Technician"  
CnC\_GDI\_APC="GDI APC"  
CnC\_GDI\_Humm-vee="GDI Humm-vee"  
CnC\_GDI\_Mammoth\_Tank="GDI Mammoth Tank"  
CnC\_GDI\_Medium\_Tank="GDI Medium Tank"  
CnC\_GDI\_MRLS="GDI MRLS"  
CnC\_GDI\_Orca="GDI Orca"  
CnC\_GDI\_Transport="GDI Transport Helicopter"  
CnC\_Civilian\_Pickup01\_Secret="Pickup Truck"  
CnC\_Civilian\_Sedan01\_Secret="Sedan"  
CnC\_Nod\_Apache="Nod Apache"  
CnC\_Nod\_APC="Nod APC"  
CnC\_Nod\_Buggy="Nod Buggy"  
CnC\_Nod\_Flame\_Tank="Nod Flame Tank"  
CnC\_Nod\_Light\_Tank="Nod Light Tank"  
CnC\_Nod\_Mobile\_Artillery="Nod Mobile Artillery"  
CnC\_Nod\_Recon\_Bike="Nod Recon Bike"  
CnC\_Nod\_Stealth\_Tank="Nod Stealth Tank"  
CnC\_Nod\_Transport="Nod Transport Helicopter"  
Nod\_Chameleon="Nod Chameleon"  
CnC\_Nod\_Harvester="Nod Harvester"  
CnC\_GDI\_Harvester="GDI Harvester"  
Weapon\_AutoRifle\_Player="Auto Rifle"  
Weapon\_AutoRifle\_Player\_Nod="Auto Rifle"  
Weapon\_Chaingun\_Player="Chaingun"  
Weapon\_Chaingun\_Player\_Nod="Chaingun"  
Weapon\_ChemSprayer\_Player="ChemSprayer"  
Weapon\_Flamethrower\_Player="Flamethrower"  
Weapon\_GrenadeLauncher\_Player="Grenade Launcher"  
Weapon\_IonCannonBeacon\_Player="Ion Cannon Beacon"  
Weapon\_LaserChaingun\_Player="Laser Chaingun"  
Weapon\_LaserRifle\_Player="Laser Rifle"

Weapon\_MineProximity\_Player="Proximity C4"  
Weapon\_MineRemote\_Player="Remote C4"  
Weapon\_MineTimed\_Player="Timed C4"  
Weapon\_NukeBeacon\_Player="Nuclear Strike Beacon"  
Weapon\_PersonallonCannon\_Player="Personal Ion Cannon"  
Weapon\_Pistol\_Player="Pistol"  
Weapon\_Railgun\_Player="Railgun"  
Weapon\_RamjetRifle\_Player="Ramjet Rifle"  
CnC\_Weapon\_RamjetRifle\_Player="Ramjet Rifle"  
Weapon\_RepairGun\_Player="Repair Gun(Weak)"  
CnC\_Weapon\_RepairGun\_Player\_Special="Repair Gun(Strong)"  
Weapon\_RocketLauncher\_Player="Rocket Launcher(Weak)"  
CnC\_Weapon\_RocketLauncher\_Player="Rocket Launcher(Strong)"  
Weapon\_Shotgun\_Player="Shotgun"  
Weapon\_SniperRifle\_Player="Sniper Rifle"  
Weapon\_SniperRifle\_Player\_Nod="Sniper Rifle"  
Weapon\_TiberiumAutoRifle\_Player="Tiberium Auto Rifle"  
Weapon\_FlechetteGun\_Player="Tiberium Flechette Gun"  
Weapon\_TiberiumFlechetteGun\_Player="Tiberium Flechette Gun"  
Weapon\_VoltAutoRifle\_Player="Volt Auto Rifle"  
Weapon\_VoltAutoRifle\_Player\_Nod="Volt Auto Rifle"  
CnC\_Weapon\_MineRemote\_Player\_2Max="Remote C4"  
CnC\_Weapon\_MineRemote\_Player\_1Max="Remote C4"  
Weapon\_MineTimed\_Player="Timed C4"  
POW\_Shotgun\_Player="Shotgun"  
POW\_Pistol\_Player="Pistol"  
POW\_AutoRifle\_Player="Auto Rifle"  
POW\_Flamethrower\_Player="Flamethrower"  
POW\_GrenadeLauncher\_Player="Grenade Launcher"  
POW\_RepairGun\_Player="Repair Gun(Weak)"  
CnC\_POW\_MineRemote\_02="Remote C4"  
POW\_Chaingun\_Player="Chaingun"  
POW\_RocketLauncher\_Player="Rocket Launcher(Weak)"  
POW\_ChemSprayer\_Player="ChemSprayer"  
POW\_TiberiumAutoRifle\_Player="Tiberium Auto Rifle"  
POW\_SniperRifle\_Player="Sniper Rifle"  
POW\_LaserChaingun\_Player="Laser Chaingun"  
POW\_LaserRifle\_Player="Laser Rifle"  
CnC\_POW\_RocketLauncher\_Player="Rocket Launcher(Strong)"  
POW\_TiberiumFlechetteGun\_Player="Tiberium Flechette Gun"  
POW\_PersonallonCannon\_Player="Personal Ion Cannon"  
POW\_Railgun\_Player="Railgun"  
POW\_RamjetRifle\_Player="Ramjet Rifle"  
POW\_VoltAutoRifle\_Player="Volt Auto Rifle"  
CnC\_Weapon\_IonCannonBeacon\_Player="Ion Cannon Beacon"  
CnC\_Weapon\_NukeBeacon\_Player="Nuclear Strike Beacon"  
CnC\_Weapon\_MineTimed\_Player\_2Max="Timed C4"  
CnC\_Weapon\_SniperRifle\_Player\_Nod="Sniper Rifle"

CnC\_Weapon\_SniperRifle\_Player="Sniper Rifle"  
C4="Remote C4"  
CnC\_Nod\_Mutant\_0\_Mutant="Initiate"  
CnC\_Nod\_Mutant\_1Off\_Acolyte="Acolyte"  
CnC\_Nod\_Mutant\_2SF\_Templar="Templar"  
CnC\_POW\_VoltAutoRifle\_Player\_Nod="Volt Auto Rifle"  
CnC\_Weapon\_MineTimed\_Player="Timed C4"  
CnC\_Weapon\_SniperRifle\_Player="Sniper Rifle"  
CnC\_Weapon\_MineRemote\_Player="Remote C4"  
CnC\_Weapon\_Flamethrower\_Player="Flamethrower"  
MRLS\_Titan="GDI MRLS"  
CnC\_nrecon\_titan="Nod Recon Bike"  
towhumvee="GDI TOW Humm-vee"  
Mobileart\_titan="Nod Mobile Artillery"  
CnC\_Nod\_Recon\_Bike\_Temp="Nod Recon Bike"  
CnC\_GDI\_MRLS\_Reload="GDI MRLS"

the words in the ""s are the names of everything.

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Subject: Re: please help me  
Posted by [bisen11](#) on Sun, 04 Jun 2006 02:17:38 GMT  
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Can also find that out in Level Edit.

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Subject: Re: please help me  
Posted by [candc5297](#) on Mon, 12 Jun 2006 10:55:13 GMT  
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wow thank you very much  
now i can make the lan maps a little more intresting

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