
Subject: Trying to find all the scripts usefull for MP...
Posted by [Anonymous](#) on Sat, 11 Jan 2003 20:48:00 GMT
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So far, here is what I found:
M00_BUILDING_EXPLODE_NO_DAMAGE_DAKM00_CNC_CrateM00_Disable_Transition
M00_GrantPowerup_CreatedM00_PCT_Pokable_DAKM00_Soldier_Powerup_GrantM00_Vehicle_Regen_DAKTest_Cinematic (for the C&C_C130drop.txt file)
M00_Powerup_DestroyM00_Advanced_Guard_TowerM00_Advanced_Guard_Tower_GunM00_Advanced_Guard_Tower_MissileM00_Obelisk_Weapon_CNCM00_Nod_TurretM00_Base_DefenseM00_Nod_Obelisk_CNCL
If anyone has used a script in a multiplayer map that's not:
A. in the list above
B. a GTH_xxxx script (Greg Hjelstroms scripts)
C. a TDA_xxxx script (dantes scripts)
or
D. a JFW_xxxx script (my scripts)
then I would like to know about it (for example scripts used in making helipads, naval yards, boats, repair pads, SAM sites, base defences or whatever else)
Any scripts used to give soldiers, vehicles or whatever else AI for bot maps should go on this list also.

Subject: Trying to find all the scripts usefull for MP...
Posted by [Anonymous](#) on Sun, 12 Jan 2003 02:23:00 GMT
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These are a few Scripts I have seen:
DAK_Vehicle_Regen_DAK ; This Script is used by the Mammoth Tank to regenerate
M05_Ressitance_Poke_Conversation ; conversation enabled
M07_SAM_Site_Logic ; The Turret act like a base defense, but only attack AirUnits
M10_Stationary ; The Unit doesn't leave the place where it was spawned
PDS_Test_Harvester ; Allows you to have an Harvester without an Weaponsfactory
Parameter1=TiberiumID = ID of Tiberiumfield
Parameter2=DriveToID = ID of Wegpfades (to Tiberiumfield)
Parameter3=EntranceID = ID of Buildingcontroller
Parameter4=DockID = ID of Buildingcontroller
RMV_Camara_Behavior ; Creation of ceilingguns
Parameter1=Angle - Angel
1
Parameter4=Delay - Must be 0.0
M03_Base_Patrol ; The unit patrol along the Waypath
Parameter1=WaypathID (not the waypoint number)
RMV_Home_Point ; How the bot is allowed to leave his spawn position
