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Subject: All the Mission Scripts

Posted by [Canadacdn](#) on Sun, 17 Jun 2007 19:01:46 GMT

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You know all those hundreds of Mxx (M00\_whatever) scripts? Nobody knows what all of them are for, most of them are just stuff for the levels, but others have more practical uses.

I say we list any useful mission scripts that we know of in this topic. When we get enough, I'll make a huge list of them all. Anyone want to help?

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Subject: Re: All the Mission Scripts

Posted by [Sn1per74\\*](#) on Sun, 17 Jun 2007 19:08:06 GMT

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Mx0\_opelisk\_weapon\_dls <---> invisible  
M00\_Disable\_Physical\_Collision\_JDG <---> disable collision  
M00\_damage\_modifier\_dme" ,"0,1,1,0,0" <---> unlimited health  
M05\_Nod\_gun\_emplacement <---> gives bot AI  
GTH\_credit\_trickle", "250" <---> money  
M01\_hunt\_the\_player\_JDG <---> chase the player  
Those are all the ones I know/ have.

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Subject: Re: All the Mission Scripts

Posted by [Jerad2142](#) on Mon, 18 Jun 2007 00:24:20 GMT

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Sn1per74(2) wrote on Sun, 17 June 2007 13:08Mx0\_opelisk\_weapon\_dls <---> invisible

And it will also shot an obelisk beam if you set it up right.

Sn1per74(2) wrote on Sun, 17 June 2007 13:08

M00\_damage\_modifier\_dme" ,"0,1,1,0,0" <---> unlimited health

You can set it up as AI can only kill the object, or the player can only kill the object, or neither. You can also scale the damage ratio that the player, ai or both do on it.

Sn1per74(2) wrote on Sun, 17 June 2007 13:08

M01\_hunt\_the\_player\_JDG <---> chase the player

It Will kill itself if it can not find the player in a certain amount of time. "M04\_Hunter\_JDG" is a lot better.

Here I will make a list of useful scripts for you guys to look through.

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Subject: Re: All the Mission Scripts

Posted by [Jerad2142](#) on Mon, 18 Jun 2007 01:07:21 GMT

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This is a listing of all scripts that I have tested (well almost all).

M00\_Action - practically a master movement and attack control script.

M00\_Base\_Defense - just another base defense script

M00\_Cinematic\_Attack\_Command\_DLS - forces the object to fire for set amount of time (1 or 2 second delay when it is created)

M00\_Disable\_Transition - disables vehicle entry

M00\_Enable\_Physical\_Collision - Enables physical collisions

M00\_Grant\_Money\_Powerup - grants money when picked up

M00\_GrantPowerup\_Created - grants a power up when an object is created

M00\_GrantScore\_Powerup - give points when picked up

M00\_InnatelsStationary - does not allow the AI to move

M00\_PCT\_Pokable\_DAK - give it the buy screen popup thingy

M00\_Permanent\_No\_Falling\_Damage\_IML - from my testing it only makes the object invincible

M00\_Play\_Sound - guess

M00\_Select\_Empty\_Hands - starts you with no weapon held out

M00\_Vehicle\_Regen\_DAK - vehicle slowly reheels health

M03\_Base\_Patrol - makes the unit follow the waypath until it hears a sound, is shot, or sees an enemy

M03\_Damage\_Modifier\_All - I think it modifies all AI on the level's damage

M03\_Engineer\_Repair - unit with attached script will attempt to repair objects with "M03\_Engineer\_Target" attached to them when they are damaged

M03\_Engineer\_Target - object that objects with "M03\_Engineer\_Repair" attached will attempt to repair

M03\_Goto\_Star - another player hunt script

M03\_SAM\_Site\_Logic - acts like sam sight

M05\_Aggressiveness\_Take\_Cover - allows you to change a soldiers Aggressiveness and Take Cover Probability

M05\_Flyover\_Controller - puts a bunch of flying planes in the sky (play the level to see which planes are in the sky, it will be those)

M05\_Nod\_Gun\_Emplacement - turret AI

M06\_Camera\_Behavior - camera script with alarm (a better script is

M06\_Drop\_Thunder\_Squad - unit drops a rocket launcher when killed

M06\_Flyover - give the object's id that you want to fly around

M07\_Flyover\_Controller - more planes that will fly through the sky

M07\_Nod\_Gun\_Emplacement - turret AI

M07\_Playertype\_Neutral - sets the objects team to neutral

M03\_SAM\_Site\_Logic - acts like sam sight and leaves wreckage when destroyed (or it might be the M03 one that does)

M08\_Mobile\_Apache - best AI air craft control script renegade currently has to offer, give it a way path to use when flying to the helipad, and the ID of the helipad, it will attack the player and all sorts of cool stuff

M09\_Damage\_Modifier - modifies the scale of the damage the object receives

M09\_Immobile - does not allow the object to move

M09\_Innate\_Disable - disables the innate ai

M10\_Flyover\_Controller - more planes that will fly through the sky

M10\_Mammoth\_Attack - kind of neat script that could be used on a flame tank or turret, it kind of give it an inaccurate firing at the objects general direction

M10\_Playertype\_Nod - sets the objects team to Nod

M10\_Turret - more turret ai

M10\_Turret\_Tank - more turret ai

M11\_Flyover\_Contoller\_JDG - another plane flyover controler

RMV\_Camera\_Behavior - a cool camera control script

Side notes: I have not looked through all the scripts, and M07 + very little. MX0, MDD, MTU, DLS, and DME have almost zero testing. All GTH scripts work.

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Subject: Re: All the Mission Scripts  
Posted by [reborn](#) on Mon, 18 Jun 2007 06:22:58 GMT  
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This needs to go on the renegade wiki.

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Subject: Re: All the Mission Scripts  
Posted by [Canadacdn](#) on Mon, 18 Jun 2007 16:14:55 GMT  
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I created a tutorial on Renhelp with all of them on it in order, with people's names who helped on it. I'll add more to it as more are posted in this topic.

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Subject: Re: All the Mission Scripts  
Posted by [futura83](#) on Mon, 18 Jun 2007 16:23:33 GMT  
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i think a page with all the scripts listed and what they do and how to use them would be nice...

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Subject: Re: All the Mission Scripts  
Posted by [Sn1per74\\*](#) on Mon, 18 Jun 2007 17:03:47 GMT  
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A lil off topic but I think somebody should take the sp .lvl files and take out all the spawners and put them up on the web so people can use those to edit maps instead of having to go through the map each time deleting stuff.  
More on topic: Theres a script like M05\_stealth\_Effect or something like that that makes whatever you attach it to stealth. I think that's the script somebody might want to double check.

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Subject: Re: All the Mission Scripts  
Posted by [Canadacdn\\_](#) on Mon, 18 Jun 2007 18:47:46 GMT

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Canadacd is a fucking loser, why the hell would he make a list of scripts? What a dumbass.

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Subject: Re: All the Mission Scripts  
Posted by [ST3ALTH](#) on Mon, 18 Jun 2007 18:52:45 GMT

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Idiot is trying to be funny.

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Subject: Re: All the Mission Scripts  
Posted by [futura83](#) on Mon, 18 Jun 2007 19:07:58 GMT

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ST3ALTH wrote on Mon, 18 June 2007 19:52: Idiot is trying to be funny.

I concur. (i'll emphasize that word: trying )

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Subject: Re: All the Mission Scripts  
Posted by [Xpert](#) on Mon, 18 Jun 2007 20:46:54 GMT

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How's he retarded? It benefits some people who would want to know what certain scripts do pertaining to Renegade.

Maybe you people are pathetic because you know nothing?

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Subject: Re: All the Mission Scripts  
Posted by [Xpert](#) on Mon, 18 Jun 2007 20:48:07 GMT

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Ancient\_and\_forever wrote on Mon, 18 June 2007 11:23: i think a page with all the scripts listed and what they do and how to use them would be nice...

And you just contradicted yourself.

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Subject: Re: All the Mission Scripts  
Posted by [futura83](#) on Mon, 18 Jun 2007 21:59:21 GMT

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Xpert wrote on Mon, 18 June 2007 21:46How's he retarded? It benefits some people who would want to know what certain scripts do pertaining to Renegade.

Maybe you people are pathetic because you know nothing?

we were referring to this:

Quote:A lil off topic but I think somebody should take the sp .lvl files and take out all the spawners and put them up on the web so people can use those to edit maps instead of having to go through the map each time deleting stuff.

since all it needs you do is load up leveledit then load the SP map terrain...didnt you see that?

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**Subject: Re: All the Mission Scripts**  
Posted by [Jerad2142](#) on Wed, 20 Jun 2007 17:14:39 GMT  
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Sn1per74(2) wrote on Mon, 18 June 2007 11:03A lil off topic but I think somebody should take the sp .lvl files and take out all the spawners and put them up on the web so people can use those to edit maps instead of having to go through the map each time deleting stuff.

More on topic: Theres a script like M05\_stealth\_Effect or something like that that makes whatever you attach it to stealth. I think that's the script somebody might want to double check.

M10\_Stealth  
M10\_Stealth\_Attack\_01 & 02  
M10\_Stealth\_Drop  
M10\_Test\_Stealth  
M08\_Enable\_Stealth

Someone should test those on a AI tank, I am sure one of them would force it to go invisible, which would be better then it driving around visible.

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**Subject: Re: All the Mission Scripts**  
Posted by [Canadacdn](#) on Wed, 20 Jun 2007 18:39:14 GMT  
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M09\_Mutant- Changes the unit's team to mutant.

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**Subject: Re: All the Mission Scripts**  
Posted by [Canadacdn](#) on Fri, 22 Jun 2007 16:45:08 GMT  
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Wow, thanks to a glitch in a certain vehicle in Roleplay 2, I discovered a way to let vehicles have more than one weapon!

Attach the script M00\_GrantPowerup\_Created to the vehicle and give it a weapon. Now you can switch between the vehicle weapon and the weapon you gave it with the number keys. Weird, huh?

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Subject: Re: All the Mission Scripts  
Posted by [Slave](#) on Fri, 22 Jun 2007 18:52:50 GMT  
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As far as I know, it only works when you are a host. I've done the same, using airdrops. I'm unsure how it will look when it's configured clientsided too.

flamerecon is funnay.

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Subject: Re: All the Mission Scripts  
Posted by [jamiejrg](#) on Fri, 22 Jun 2007 19:12:54 GMT  
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Canadacd wrote on Fri, 22 June 2007 11:45Wow, thanks to a glitch in a certain vehicle in Roleplay 2, I discovered a way to let vehicles have more than one weapon!

Attach the script M00\_GrantPowerup\_Created to the vehicle and give it a weapon. Now you can switch between the vehicle weapon and the weapon you gave it with the number keys. Weird, huh?

Amazing! Good find.

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Subject: Re: All the Mission Scripts  
Posted by [Jerad2142](#) on Sat, 23 Jun 2007 16:38:54 GMT  
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jamiejrg wrote on Fri, 22 June 2007 13:12Canadacd wrote on Fri, 22 June 2007 11:45Wow, thanks to a glitch in a certain vehicle in Roleplay 2, I discovered a way to let vehicles have more than one weapon!

Attach the script M00\_GrantPowerup\_Created to the vehicle and give it a weapon. Now you can switch between the vehicle weapon and the weapon you gave it with the number keys. Weird, huh?

Amazing! Good find.

I did that 2 years ago, and others have to. You will hear about it in mostly modified cinematic air drop cinematics. And it does not work on the client's computer, well it doesn't work right (it will

show the primary weapon firing regardless of what weapon you are shooting. IE its primary weapon is a flame thrower, it will shot flame on the client even if you have switched to a cannon, but the damage will effect the client like a cannon).

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Subject: Re: All the Mission Scripts  
Posted by [Sn1per74\\*](#) on Sat, 23 Jun 2007 16:57:33 GMT  
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Canadacdn wrote on Fri, 22 June 2007 11:45Wow, thanks to a glitch in a certain vehicle in Roleplay 2, I discovered a way to let vehicles have more than one weapon!

Attach the script M00\_GrantPowerup\_Created to the vehicle and give it a weapon. Now you can switch between the vehicle weapon and the weapon you gave it with the number keys. Weird, huh?

Yep, I made a drop mod for that a few years back. It's for the recon bike. Heres the file...

<http://www.renegadezone.com/download.asp?FileId=931>

And about the .lvl things if you just load the terrain from LE the doors don't work. So you have to open the .lvl and delete all the spawn points.

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Subject: Re: All the Mission Scripts  
Posted by [Canadacdn](#) on Tue, 26 Jun 2007 23:46:51 GMT  
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Hey guys! Don't let this thread die!

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Subject: Re: All the Mission Scripts  
Posted by [\\_SSnipe\\_](#) on Tue, 26 Jun 2007 23:57:57 GMT  
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ok \*bump\*i hope it dont die i was looking for this and reading it over and over

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Subject: Re: All the Mission Scripts  
Posted by [piotrkol1](#) on Wed, 27 Jun 2007 05:28:08 GMT  
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Hey for all those flyovers controller scripts that Jerad2142 posted, what would I attach those scripts to in level edit? Thanks!

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Subject: Re: All the Mission Scripts  
Posted by [Jerad2142](#) on Wed, 27 Jun 2007 07:17:14 GMT

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You can attach the script to anything from a vehicle to a building controller (anything scriptable).

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Subject: Re: All the Mission Scripts

Posted by [\\_SSnipe\\_](#) on Wed, 27 Jun 2007 10:36:16 GMT

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what about a objective script which one can u add to a zone that gives an objective of what to do that i can type what it is?

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Subject: Re: All the Mission Scripts

Posted by [Genesis2001](#) on Fri, 29 Jun 2007 06:51:59 GMT

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Objectives are done using JFW Customs and Dave's arrows. I had to do this for my serverside mod for Overlord to turn it into a Co-Op mission...I have an objective in that map where you must clear all Nod presence to clear the first zone. So...I placed around 20-30 bot spawners on in my first zone area. (Total bots spawning totals 1385 )

I have two Dave's arrows placed on my map and I noted the IDs of those arrows (Also noted the IDs of the bot spawners to make my life easier later on in the map)

I attached the script JFW\_Death\_Send\_Custom to send a message (ex: 1000) to one of the dave's arrows. The arrow that received the message had the script JFW\_Custom\_Multiple\_Send\_Custom attached. I noted the each bot's MaxSpawn count and totaled it up. (Total is 1385)

When the arrow receives all 1385 messages, it'll send a message to another arrow which will destroy the blockers that I have stopping people from moving onto my second zone.

-MathK1LL

P.S.

This may sound confusing...I will be making a tutorial for RenHelp tomorrow when I get up and am awake enough to have the patience. (Right now I'm too tired to even care about my spelling/grammar mistakes...Those that know me well enough should know how tired I am by that statement )

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Subject: Re: All the Mission Scripts

Posted by [piotrkol1](#) on Sun, 01 Jul 2007 05:02:33 GMT

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While the M00\_damage\_modifier\_dme script gives unlimited health, is there a script that gives unlimited armor as well?

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Subject: Re: All the Mission Scripts  
Posted by [Canadacdn](#) on Sun, 01 Jul 2007 05:14:52 GMT  
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Why would you need unlimited armor if you already can't die or kill the object?

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Subject: Re: All the Mission Scripts  
Posted by [Veyrdite](#) on Sun, 01 Jul 2007 06:01:33 GMT  
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cant you replace the armour type to blamo using a script?

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Subject: Re: All the Mission Scripts  
Posted by [piotrkol1](#) on Sun, 01 Jul 2007 20:39:17 GMT  
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Heh, well its nothing big I'm guess I'm just bein kinda picky. I am trying to make viechle wreckages on the map for some scenery/decoration kinda stuff. I added that script so you can still kill them half way so their armor is gone and I just think it looks better with the health meter completely full green instead of yellow. But, its nothing to big just something I was wondering about.

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Subject: Re: All the Mission Scripts  
Posted by [bisen11](#) on Mon, 02 Jul 2007 01:48:28 GMT  
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That sounds like a good way to do it. Just sounds like a lot of bots for one area. Ofcourse it depends on how big the spot is and all that but even then you wouldn't want to have to go searching :/ . I suggest making it less. Like maybe even 200. Or you could always make more than one version. One for about 2-6 people and one for like 10-20.

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Subject: Re: All the Mission Scripts  
Posted by [piotrkol1](#) on Tue, 03 Jul 2007 03:51:13 GMT  
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Ok well here's the dealio. I'm modding a SP map for serverside. Well for one of the main buildings it requires you to have a yellow key card to enter it. Is there a certain script that I can add to all the spawners which will automatically give them the card when they spawn instead of havin to go and

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pick up the keycard somewhere on the map?

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Subject: Re: All the Mission Scripts  
Posted by [Canadacdn](#) on Tue, 03 Jul 2007 04:10:42 GMT  
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Can we maybe like, keep this thread on topic?

Oh, and Piotrkol1, the script you need is M00\_GrantPowerup\_Created. Attach it to the characters, and grant them the yellow keycard powerup.

Alternatively, you could just make a big JFW\_Powerup\_Buy zone that buys the keycard at zero cost in front of the doors of the building. It's up to you.

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Subject: Re: All the Mission Scripts  
Posted by [piotrkol1](#) on Tue, 03 Jul 2007 05:12:35 GMT  
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Ah well thanks but that might have been all for nothing cause my map is screwed up. Its on M10 and none of the doors open or close. You just kinda get teleported through them sort of and I'm not to happy about that after working pretty long on it...

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Subject: Re: All the Mission Scripts  
Posted by [Canadacdn](#) on Tue, 03 Jul 2007 05:41:03 GMT  
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Don't delete them next time?

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Subject: Re: All the Mission Scripts  
Posted by [piotrkol1](#) on Tue, 03 Jul 2007 15:59:39 GMT  
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I didn't delete them, I used the westwood M10 lvl file and didn't even tough the doors.

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