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Subject: Complete guide to stuff referenced by hardcoded items in game.exe

Posted by [jonwil](#) on Wed, 23 Dec 2009 10:53:44 GMT

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The game contains the following hardcoded references:

Audio referenced by file name:

menu.mp3 (main menu music)

laser\_rifle\_fire\_01.wav, sakura battle theme.mp3, m00s1\_s1s1gbmg\_snd.wav, 00-n000e.wav  
used on the audio config dialog

interface\_mainmove.wav (used for the interface)

interface\_movezoom.wav (used for the interface)

Audio referenced by preset:

Take\_Damage\_Sound (damage sound)

SFX.Ambient\_Explosion\_01 (used for war blitz)

Thunder01, Thunder02, Thunder03, Thunder04, Thunder05, Thunder06 (thunder sounds)

Rainfall01 (rain sound)

Money\_Trickle (refinery money trickle sound)

Rav\_Long\_Yell\_Twiddler, Fight Impact Sound Twiddler, SFX.Fire\_Small\_01, Fight Whoosh  
Sound Twiddler, Rav\_Hurt\_Twiddler, Rav\_Exert\_01, Rav\_Body\_Slam\_Yell, Rav\_Death\_Fall,  
Rav\_Land\_On\_Metal, Rav\_Stealth\_Broken, Rav\_Throat\_Grab\_Twiddler, Rav\_Elec\_Twiddler  
(referenced by the 3 boss objects)

Private\_Message, Public\_Message, Team\_Message, System\_Message (used for chat and other  
things)

Broken\_Connection, Evicted\_By\_Server (used by netcode)

Game\_Start (game start)

Game\_Over (game over)

Changed\_Team (changed team)

Committed\_Suicide (suicide)

My\_Kill (kill)

Purchase\_Granted (purchase granted)

Hardcoded references to fonts:

FONT6x8.TGA

FONT8x8.TGA

FONT12x16.TGA

W3D files/animations/3D used by various dialogs:

HUD\_GDIWINBAN

HUD\_NODWINBAN

IF\_RENLOGO

IF\_TITLETRANS

IF\_EVAGIZMO

IF\_EVAGIZMO.IF\_EVAGIZMO

IF\_BACK01

IF\_BACK01.IF\_BACK01

IF\_LVL80LOAD

IF\_LVL80LOAD.IF\_LVL80LOAD

IF\_HELPLOAD  
IF\_HELPLOAD.IF\_HELPLOAD

Textures used by various dialogs:

if\_missioncomp.tga  
IF\_LrgStar.tga  
IF\_private.tga  
IF\_sargent.tga  
IF\_leutenant.tga  
IF\_major.tga  
IF\_general.tga  
IF\_cheatgod.tga  
GAMESPYLOGO.TGA  
HUD\_C&C\_GDILOGO.TGA  
HUD\_C&C\_NODLOGO.TGA  
HUD\_C&C\_G\_GUARDTOW.TGA  
HUD\_C&C\_G\_REFINERY.TGA  
HUD\_C&C\_G\_POWER.TGA  
HUD\_C&C\_G\_BARRACKS.TGA  
HUD\_C&C\_G\_WARFACT.TGA  
HUD\_C&C\_OBLISK.TGA  
HUD\_C&C\_N\_REFINERY.TGA  
HUD\_C&C\_N\_POWER.TGA  
HUD\_C&C\_N\_HANDOF.TGA  
HUD\_C&C\_N\_AIRSTRIP.TGA  
if\_GameTime.tga  
if\_Weapons.tga  
if\_PowerUps.tga  
if\_casualties.tga  
if\_Ammo.tga  
if\_Percentage.tga  
if\_NodKills.tga  
if\_VehicleTime.tga  
if\_VehiclesKill.tga  
if\_RunOvers.tga  
if\_KillVehicles.tga  
if\_buildingsKill.tga  
if\_NodHits128.tga  
ESRB\_RATING.TGA  
mul\_nopts.tga  
mul\_spec.tga  
mul\_pswrd.tga  
mul\_pts.tga  
mul\_btln.tga  
mul\_ccop4.tga  
mul\_statg.tga  
mul\_staty.tga  
mul\_statr.tga

Mouse cursors:

cursor\_arrow.tga  
cursor\_text.tga  
cursor\_action.tga  
cursor\_busy.tga  
cursor\_pan\_up.tga  
cursor\_rotate.tga

Textures used by various UI elements:

HUD\_C&C\_HEALTHBAR.TGA  
if\_circle02.tga  
hud\_cnc\_Button.tga  
IF\_MENUPARTS9.TGA  
map\_edges.tga  
mapicons.tga  
if\_bar.tga  
if\_treeplus.tga  
if\_treefld.tga  
if\_treefld\_open.tga

Textures used by various bits of the HUD:

HUD\_MAIN.TGA  
HD\_reticle.tga  
HD\_reticle\_hit.tga  
HUD\_CHATPBOX.TGA  
HUD\_obje\_arrow.TGA  
HUD\_STAR.TGA  
hud\_sniper.tga  
hud\_6x4\_Messages.tga

Assets used by 3d and physics code:

ShatterPlanes0.w3d  
shadowblob.tga  
grid\_effect.tga  
AddProjectorGradient.tga  
MultProjectorGradient.tga

Assets used by the game code

stealth\_effect.tga  
S\_x\_HUMAN (where x is A/B/etc)  
S\_x\_TALL (where x is A/B/etc)  
S\_x\_WIDE (where x is A/B/etc)  
H\_x\_xxx (where x is A/B/etc and xxx is various things, i.e. the human animations)  
bluetibeffect.tga  
REN\_shock.tga  
REN\_repair.tga  
REN\_spawn.tga

REN\_death.tga  
F\_SKELETON  
F\_Hx\_ (x is A/B/etc)  
F\_Gx\_ (x is A/B/etc)  
CAMBONE  
AG\_MENDOZA\_DIE  
AG\_MENDOZA\_DIE.AG\_MENDOZA\_DIE  
S\_x\_MOUTH (x is A/B/etc)  
S\_x\_EXPRESSION (x is A/B/etc)

Textures used by the weather and sky:

Star.tga  
FullMoon.tga  
PartMoon.tga  
CloudLayer.tga  
LightningBolt.tga  
LightningSource.tga  
Sun.tga  
SunHalo.tga  
MoonHalo.tga  
WeatherParticles.tga

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Subject: Re: Complete guide to stuff referenced by hardcoded items in game.exe  
Posted by [jonwil](#) on Sun, 10 Jan 2010 03:11:50 GMT

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AG\_FLAME01 and E\_TIB\_DUMP are the emitters used by the special damage code

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