Subject: Westwood Scripts [M13]

Posted by Troll King on Thu, 05 Jul 2012 20:30:27 GMT

View Forum Message <> Reply to Message

Hello people, it's me again.

(If you wish to see the link right now, becouse you can't wait to see the scripts. Go down to the bottom of the message.)

DISCLAIMER: I do not claim this is an EXACT copy of the scripts. I've tried to get them as close as I possibly could. I'm still a newb at doing this. Also, I couldn't identify some Script Events (like Created/Custom etc.) and somee local class variables. I left their names as Unknown\*\*. I left some comments in the scripts, also at the Unknown events for hints to discover what event it could be.

Commands->Find\_Object is often used and I rarely check what object it is looking for so I just named those GameObject \*SearchObj\*\*.

DO NOT TRUST THE ActionParamsStructs COMPLETLY BECOUSE IT IS VERY HARD FOR ME AT THIS TIME TO KNOW EXACTLY HOW IT WAS USED, IT'S ONLY A CLOSE REFLECTION HOW IT MUST HAVE LOOKED LIKE.

It is true that all the names of variables are made up by me. All their names are lost FOREVER and are most likely NOT the same as the original. Altough all strings are EXACTLY the same as the original.

This release contains the following scripts:

MX0 A02 ZONE DEFAULT ON

MX0\_A02\_DEFAULT\_OFF

MX0 A02 HELICOPTER

MX0 A02 ZONE STARTUP

MX0 A02 GDI APC

MX0\_A02\_GDI\_MEDTANK

MX0 A02 GDI VEHICLE

MX0\_A02\_ACTOR

MX0\_A02\_Controller

MX0\_A03\_END\_ZONE

MX0 A03 NOD TURRET

MX0\_A03\_TROOPER\_ONE\_TEST

MX0 A03 FIRST PLAYER ZONE

MX0 A03 HAVOC TANK

MX0 A03 GDI TROOPER ONE

MX0 A03 NOD HARVESTER

MX0\_A03\_NOD\_TROOPER\_TIB\_DEATH

MX0 A03 NOD BUGGIE

MX0\_A03\_TANK

MX0\_A03\_HUMVEE

MX0\_A03\_CONTROLLER\_DAK

MX0 A03 GDI TANK DROP ZONE DAK

MX0 A03 GDI TROOP DROP ZONE DAK

MX0 A03 GDI INFANTRY

MX0 NOD INFANTRY

MX0\_GDI\_ORCA

MX0\_A03\_NOD\_PLACED\_MINIGUNNER

DAK\_MX0\_Sec\_3\_Humvee

MX0\_KillNotify

MX0\_SniperAction

MX0\_AmbientBattle

MX0 NOD TroopDrop

MX0\_Kill\_Sniper

MX0\_Engineer\_Goto2

MX0 Engineer Goto

MX0\_Engineer\_Return

MX0\_Engineer2

MX0\_Engineer1

MX0\_MissionStart\_DME

MX0 Explosive Barrels DLS

MX0 Plant Ion Beacon DLS

MX0 Nod Bunker DLS

MX0 SAM DLS

MX0\_Nod\_RocketSoldier\_DLS

MX0 Gun Emplacement DLS

MX0\_GDI\_Soldier\_DLS

MX0 GDI Killed DLS

MX0\_Obelisk\_Weapon\_DLS

MX0 Vehicle DLS

MX0\_Area4\_Zone\_DLS

MX0 Area4 Controller DLS

I'm quiete certain that these are ALL the MX0 (aka M13) scripts.

I only ask these things from you:

Please do not claim that this release was yours (feel free to decompile them yourself, but do not use my link as yours).

Please do give me feedback about this, these scripts have cost me alot of time

Happy Modding!

Q: So why the MX0 scripts you ask?

A: Becouse I'm making that mission compatible with multiplayer in my server.

And also becouse it's the first mission.

Q: Do all the numbers in there resemble the original numbers?

A: Most likely yes, but I cannot guerantee that.

Most negative floats are incorrect. Some aren't (I put comments there)

Q: Why are some negative floats correct and most incorrect?

A: Becouse it costs me alot of time to find out the real number. If you really DO need to have the float contact me.

Q: What help text number is this from the Commands->Set\_HUD\_Help\_Text?

A: I have not a clue, nor do I know what all other numbers resemble for example from Create\_Logical\_Sound.

Q: What does Debug\_Message?

A: Dunno.

Special thanks to JonWil, for helping me out by indicating what program I should use etc.

HERE COMES THE ALMIGHTY LINK TO THEM!!@@#%%^&

http://pastebin.com/tijWAba9

## File Attachments

1) Neijwiert\_MX0\_Scripts.h, downloaded 318 times

Subject: Re: Westwood Scripts [M13]

Posted by zunnie on Thu, 05 Jul 2012 20:33:52 GMT

View Forum Message <> Reply to Message

Nice stuff, well done

Subject: Re: Westwood Scripts [M13]

Posted by iRANian on Fri, 06 Jul 2012 10:57:21 GMT

View Forum Message <> Reply to Message

You should attach the scripts as a .txt or .cpp file, pastebin deletes entries in month or so. Great job btw.

Subject: Re: Westwood Scripts [M13]

Posted by Troll King on Fri, 06 Jul 2012 12:26:02 GMT

View Forum Message <> Reply to Message

Though I did define expire date: never. Anyway I need to find a solid place where I can put that stuff. Anybody?

Subject: Re: Westwood Scripts [M13]

Posted by Xpert on Fri, 06 Jul 2012 12:29:45 GMT

View Forum Message <> Reply to Message

Subject: Re: Westwood Scripts [M13]

Posted by Troll King on Fri, 06 Jul 2012 12:32:32 GMT

View Forum Message <> Reply to Message

Oops.. Didn't know you could hehe... But also it will most likely NOT compile becouse I used like words unknown in certain Vector3 s

and unknown is not defined. So yeah im just gonna give seperate file but you cannot just simply add it to your solution. Extra note if you do manage to get some scripts compiled (of course that is possible) do not use the same name where it is registered (ie ScriptRegistrant).

Subject: Re: Westwood Scripts [M13]

Posted by Troll King on Fri, 06 Jul 2012 12:39:07 GMT

View Forum Message <> Reply to Message

**FILE ADDED** 

Subject: Re: Westwood Scripts [M13]

Posted by Gen\_Blacky on Fri, 06 Jul 2012 15:48:57 GMT

View Forum Message <> Reply to Message

Great job.