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Subject: Singleplayer scripts

Posted by [Neijwiert](#) on Thu, 07 Sep 2017 20:47:47 GMT

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TL;DR See bottom of post

EDIT: Using this post as overall progress report. The completed/uncompleted lists now contain all the scripts I have.

Hello, here I am again after some time. I am re-releasing M13 reversed engineered scripts. Why? You may ask.. Well because of the following:

- I was bored and wanted to learn more and improve upon myself

- The first release was total shit

(<http://www.renegadeforums.com/index.php?t=msg&goto=470778&> and

<http://www.renegadeforums.com/index.php?t=tree&th=39557&>) It was one big file,

non-compileable maybe like 60-70% accurate decompilation and no code flow analyzation had been done.

- Because I can.

This release should be like 99.99% close to what the original scripts were. I have a lot of confidence that you could replace all original scripts with these and make M13 run normal. I pretty much decompiled every. single. script. that is used in some way in M13 (Including, but not limited to some M00 scripts). I even included some scripts that mention M13, but aren't used in any way.

Also note: the release contains 2 txt files: Completed.txt and Uncompleted.txt. What these files mean is that completed has FULL code flow analysis (e.g. proper local/member variable names and comments). The uncompleted file contains some scripts that are still missing some parts. This is because I was unable to find the code flow for those parts. I've marked those parts with TODO labels, in-case I find them later, or somebody else does. So again, the scripts marked uncompleted will function correctly/the same as the original.

Also, Also, I included all cinematic files that are used (that I know of)

Now a list of released scripts:

Completed

Toggle Spoiler

Havoc\_Script

MX0\_Engineer\_Goto

M00\_Soldier\_Powerup\_Disable

M00\_Send\_Object\_ID

MX0\_NOD\_TroopDrop

M00\_Play\_Sound

MX0\_A02\_ZONE\_STARTUP

M00\_Cinematic\_Attack\_Command\_DLS

M00\_Cinematic\_Kill\_Object\_DAY

M00\_Disable\_Loiter\_DAY

M00\_Generic\_Conv\_DME  
MX0\_SniperAction  
MX0\_KillNotify  
MX0\_Engineer\_Goto2  
MX0\_A02\_GDI\_APC  
MX0\_A02\_GDI\_VEHICLE  
MX0\_A02\_HELICOPTER  
MX0\_A02\_GDI\_MEDTANK  
MX0\_A03\_TANK  
MX0\_A03\_NOD\_PLACED\_MINIGUNNER  
M00\_Nod\_Turret  
MX0\_A03\_NOD\_TURRET  
MX0\_GDI\_ORCA  
MX0\_A03\_NOD\_HARVESTER  
MX0\_A03\_NOD\_BUGGIE  
MX0\_Area4\_Zone\_DLS  
MX0\_Nod\_Bunker\_DLS  
M01\_Destroyed\_SAMSITE\_JDG  
M03\_Destroyed\_SAM\_Site  
MX0\_GDI\_Killed\_DLS  
MX0\_Explosive\_Barrels\_DLS  
MX0\_Plant\_Ion\_Beacon\_DLS  
MX0\_A03\_FIRST\_PLAYER\_ZONE  
MX0\_A03\_GDI\_TROOP\_DROP\_ZONE\_DAK  
MX0\_A03\_GDI\_INFANTRY  
MX0\_A03\_CONTROLLER\_DAK  
MX0\_MissionStart\_DME  
MX0\_Engineer1  
MX0\_Engineer2  
MX0\_GDI\_Soldier\_DLS  
MX0\_A03\_END\_ZONE  
MX0\_Vehicle\_DLS  
MX0\_SAM\_DLS  
MX0\_Nod\_RocketSoldier\_DLS  
MX0\_Gun\_Emplacement\_DLS  
MX0\_A03\_GDI\_TROOPER\_ONE  
M00\_BuildingStateSoundController  
M00\_BuildingStateSoundSpeaker  
M00\_Soldier\_Powerup\_Grant  
M00\_Damage\_Modifier\_DME  
M00\_Powerup\_Destroy  
M00\_Disable\_Transition  
M00\_Play\_Sound\_Object\_Bone\_DAY  
M00\_Disable\_Physical\_Collision\_JDG  
M00\_Vehicle\_Regen\_DAK  
M02\_Nod\_Jet\_Waypath  
M02\_Mendoza  
M02\_Nod\_Jet

M02\_Nod\_Sakura  
M02\_GDI\_Helicopter  
M02\_Reset\_Spawn  
M02\_Destroy\_Vehicle  
DLS\_Where\_Am\_I  
M02\_Helipad  
M01\_Barn\_Truck\_JDG  
M02\_Destroy\_Objective  
M02\_Nod\_Convoy\_Truck  
M02\_Dam\_MCT  
M02\_Encyclopedia\_Reveal  
M02\_Commando\_Start  
M02\_Data\_Disk  
M02\_Approach\_Vehicle  
M02\_GDI\_Soldier  
M02\_Nod\_Apache  
M02\_Nod\_Soldier  
M02\_Nod\_Vehicle  
M02\_Obelisk  
M02\_Objective\_Controller  
M02\_Objective\_Zone  
M02\_Player\_Vehicle  
M02\_Power\_Plant  
M02\_Respawn\_Controller  
M02\_Stationary\_Vehicle  
M03\_SAM\_Site\_Logic  
M07\_Disable\_Hibernation  
M01\_First\_AutoRifle\_JDG  
M01\_Flyover\_Generic\_Script\_JDG  
M01\_FP\_BaseToBase\_NorthSouth\_Controller\_JDG  
M01\_FP\_BaseToBase\_SouthNorth\_Controller\_JDG  
M01\_FP\_GDIOcean\_NorthSouth\_Controller\_JDG  
M01\_FP\_GDIOcean\_SouthNorth\_Controller\_JDG  
M01\_FP\_NodBase\_NorthSouth\_Controller\_JDG  
M01\_FP\_NodBase\_SouthNorth\_Controller\_JDG  
M01\_FP\_NodBase\_EastWest\_Controller\_JDG  
M01\_FP\_NodBase\_WestEast\_Controller\_JDG  
M01\_FP\_NodBase\_Dogfight\_Controller\_JDG  
M01\_Announce\_First\_ObjectiveZone\_JDG  
M01\_GDI\_BeachGuy01\_JDG  
M01\_Beach\_Datadisc\_JDG  
M01\_ConDropZone\_JDG  
M01\_Use\_Ladder\_Zone\_JDG  
M01\_Base\_StartZone\_JDG  
M01\_Base\_GDI\_Fodder\_JDG  
M01\_AccessDenied\_Zone\_JDG  
M00\_No\_Falling\_Damage\_DME  
M00\_HealthMedal\_TextMessage

M00\_C130\_Explosion  
M00\_BUILDING\_EXPLODE\_NO\_DAMAGE\_DAK  
M00\_ArmorMedal\_TextMessage\_JDG  
M00\_Obelisk\_Weapon  
M01\_C130\_Dropoff\_Dude\_JDG  
M01\_SniperRifle\_02\_JDG  
M01\_SniperRifle\_02\_AirdropZone\_JDG  
M01\_GDI\_Base\_FirstChinookMinigunnerGuy\_JDG  
M01\_Nod\_Truck\_JDG  
M01\_Base\_Nod\_Minigunner\_JDG  
M01\_C4\_TutorialScript\_JDG  
M01\_SniperRifle\_01\_JDG  
M01\_SniperRifle\_01\_Target\_JDG  
M01\_HON\_FrontDoor\_Evacuator\_JDG  
M01\_CommCenter\_Evacuator\_JDG  
M01\_HarvesterScript\_New\_JDG  
M01\_KeyCard01\_Script\_JDG  
M01\_Tiberium\_Cave\_Helicopter\_JDG  
M01\_Nod\_Chinook\_Reinforcement\_Guy\_JDG  
M01\_Hunt\_The\_Player\_JDG  
M01\_Evac\_TroopBone\_JDG  
M01\_POW\_Nod\_Minigunner01\_JDG  
M01\_BackPath\_EntranceZone\_JDG  
M01\_BasalBuilding\_Population\_JDG  
M01\_QuickSave\_Zone\_JDG  
M01\_TriggerZone\_GDI\_Base\_BaseCommander\_JDG  
M01\_Duncan\_Assailer\_JDG  
M01\_MiniGunner\_Point\_Guard\_JDG  
M01\_BackPath\_NodGuy\_JDG  
M01\_TibCave01\_Datadisc\_JDG  
M01\_BarnArea\_NOD\_Commander\_Trigger\_Zone02\_JDG  
M01\_RealLightTank\_TriggerZone\_JDG  
M01\_Announce\_TankAirstrikeZone\_JDG  
M01\_GuardTower02\_NewSniperTarget\_JDG  
M01\_GDI\_GuardTower02\_SniperRifle\_JDG  
M01\_GDI\_Base\_AI\_ExitZone\_JDG  
M01\_Player\_is\_Entering\_GDI\_Base\_Zone  
M01\_PlayerLeaving\_BarnArea\_Zone\_JDG  
M01\_Player\_is\_Leaving\_GDI\_Base\_Zone  
M01\_PlayerEntering\_BarnArea\_Zone\_JDG  
M01\_Barn\_Point\_Guard\_01\_JDG  
M01\_C4\_Tutorial\_Zone\_JDG  
M01\_FodderHovercraft\_Script\_JDG  
M01\_Medium\_Tank01\_JDG  
M01\_Medium\_Tank\_JDG  
M01\_Sinking\_Gunboat\_JDG  
M01\_Gunboat\_Spawn\_Hovercraft\_Zone\_JDG  
M01\_Barn\_EntryZone\_JDG

M01\_Barn\_Door\_Guard\_JDG  
M01\_Barn\_Talk\_Guard\_01\_JDG  
M01\_Shed\_Datadisc\_JDG  
M01\_Player\_Is\_Entering\_Tailgun\_Alley\_Backway\_JDG  
M01\_Tunnel\_Exterior\_Zone  
M01\_Tunnel\_Interior\_Zone  
M01\_Player\_Is\_Entering\_Tailgun\_Alley\_JDG  
M01\_TurnOff\_TankReminder\_Zone\_JDG  
M01\_HON\_Commander\_Guy  
M01\_Lose\_Any\_Church\_Escorts\_Zone\_02  
M01\_Player\_Is\_Crossing\_Bridge\_Zone  
M01\_Waterfall\_Exterior\_Zone  
M01\_Waterfall\_Interior\_Zone  
M01\_TibCave\_StartZone\_JDG  
M00\_VisceroidInnate\_DAY  
M01\_TibCave02\_Datadisc\_JDG  
M01\_Player\_Is\_Crossing\_Bridge\_Via\_Cave\_Zone  
M01\_Tiberium\_Cave\_Spawn\_Helicopter\_Zone\_JDG  
M01\_Entering\_Church\_Area\_Zone  
M01\_Player\_Is\_Crossing\_Bridge\_Via\_Church\_Zone  
M01\_Church\_Loveshack\_InterrogationConv\_Zone\_JDG  
M01\_Church\_Guard\_MiniGunner\_JDG  
M01\_Priest\_Datadisc\_JDG  
M01\_Nod\_GuardTower\_01\_Enter\_Zone\_JDG  
M01\_GuardTower\_Sniper\_Target\_JDG  
M01\_Turn\_on\_the\_Hand\_of\_Nod\_Zone\_JDG  
M01\_Lose\_Any\_Church\_Escorts\_Zone  
M01\_Announce\_Hand\_of\_Nod\_Zone  
M01\_ChurchArea\_Spawner\_Guy\_JDG  
M01\_Whack\_A\_Mole\_Enter\_Zone\_JDG  
M01\_Nod\_GuardTower\_03\_Enter\_Zone\_JDG  
M01\_HON\_Medlab\_DropOff\_Guy\_JDG  
M01\_Lose\_Any\_HON\_Escorts\_Zone  
M01\_HandOfNod\_SAMSite\_Script  
M01\_Hand\_Of\_Nod\_Exterior\_Zone  
M01\_Hand\_Of\_Nod\_Interior\_Zone  
M01\_Havoc\_Out\_WarroomZone\_JDG  
M01\_Havoc\_In\_WarroomZone\_JDG  
M01\_HON\_Escorts\_Warroom\_MCT\_ZoneController\_JDG  
M01\_HON\_Escorts\_Warroom\_MCT\_Protector01\_JDG  
M01\_HON\_Escorts\_Warroom\_MCT\_Protector02\_JDG  
M01\_Hand\_Of\_Nod\_Grunt\_Zone  
M01\_Hand\_of\_Nod\_Building\_Script\_JDG  
M01\_Hand\_Of\_Nod\_Dojo\_Zone  
M01\_Civ\_To\_Minigunner\_Guy\_JDG  
M01\_HON\_Paintball\_Team\_02\_JDG  
M01\_HON\_Paintball\_Team\_01\_JDG  
M01\_Right\_Interrogation\_Room\_Enter\_Zone\_JDG

M01\_Left\_Interrogation\_Room\_Enter\_Zone\_JDG  
M01\_HON\_RedKey\_Zone\_JDG  
M01\_Medlab\_Datadisc\_JDG  
M01\_UnScramble\_Radar\_Zone  
M01\_Scramble\_Radar\_Zone  
M01\_Lose\_Any\_HON\_Escorts\_Zone\_02  
M01\_Announce\_Prisoner\_Objective\_Zone  
M01\_Comm\_Center\_Building\_Script\_JDG  
M01\_CommCenter\_SAMSite\_Script  
M01\_Comm\_Center\_Exterior\_Zone  
M01\_Comm\_Center\_Interior\_Zone  
M01\_Comm\_Mainframe\_PogZone\_01\_JDG  
M01\_Comm\_Mainframe\_PogZone\_02\_JDG  
M01\_Comm\_Mainframe\_PogZone\_03\_JDG  
M01\_Comm\_Base\_Commander\_Conv\_Start\_Zone\_JDG  
M01\_Comm\_Base\_Commander\_JDG  
M11\_Temple\_Hologram\_01\_JDG  
M01\_Obelisk\_UpdateDisc\_JDG  
M01\_Mainframe\_Tutorial\_Zone\_JDG  
M01\_Detention\_GuardTower\_Enter\_Zone\_JDG  
M01\_MovieProjector\_JDG  
M01\_TurretBeach\_GDI\_Guy\_02\_JDG  
M01\_HON\_BackDoor\_Evacuator\_JDG  
M01\_Base\_GDI\_Grenadier\_JDG  
M01\_Ambient\_Sound\_Controller\_JDG  
M01\_Mission\_Controller\_JDG  
M01\_Whack\_A\_Mole\_Minigunner\_JDG  
M01\_HON\_Easy\_Spawned\_Guy\_01\_JDG  
M01\_HON\_Easy\_Spawned\_Guy\_02\_JDG  
M01\_HON\_Easy\_Spawned\_Guy\_03\_JDG  
M01\_COMM\_Chinook\_Spawned\_Soldier\_GDI  
M01\_HON\_Chinook\_Spawned\_Soldier\_01\_GDI\_JDG  
M01\_HON\_Chinook\_Spawned\_Soldier\_02\_GDI\_JDG  
M01\_HON\_Chinook\_Spawned\_Soldier\_03\_GDI\_JDG  
M01\_HON\_Chinook\_Spawned\_Soldier\_04\_GDI\_JDG  
M01\_TurretBeach\_Chinook\_Spawned\_Soldier\_NOD  
M01\_GDIBaseCommander\_EvacController\_JDG  
M01\_GDIBaseCommander\_Air\_Evac\_Waypath\_JDG  
M01\_GDIBaseCommander\_Air\_Evac\_Chopper\_JDG  
M01\_GDIBaseCommander\_Air\_Evac\_Rope\_JDG  
M01\_GDIBase\_POW\_Conversation\_Controller\_JDG  
M01\_GDIBase\_POWEncounter02\_Controller\_JDG  
M01\_GDIBasePOW\_Air\_Evac\_Waypath\_JDG  
M01\_GDIBasePOW\_Air\_Evac\_Chopper\_JDG  
M01\_GDIBasePOW\_Air\_Evac\_Rope\_JDG  
M01\_Base\_POW01\_JDG  
M01\_Base\_POW02\_JDG  
M01\_Duncan\_InHere\_ConvController\_JDG

M01\_Commander\_Shack\_Zone\_JDG  
M01\_GDI\_Base\_BaseCommander\_JDG  
M01\_Airstrike\_Controller\_JDG  
M01\_Deco\_LightTanks\_JDG  
M01\_GuardTower02\_Sniper\_TowerZone\_JDG  
M01\_GuardTower02\_Sniper\_Target01\_JDG  
M01\_GuardTower02\_Sniper\_Target02\_JDG  
M01\_GDI\_GuardTower\_NOD\_Commander\_JDG  
M01\_GDI\_Base\_RealLightTank\_JDG  
M01\_Billys\_Conversation\_Zone\_JDG  
M01\_Hovercraft\_Explosion\_Controller\_JDG  
M01\_TurretBeach\_Turret\_01\_Script\_JDG  
M01\_TurretBeach\_FodderHovercraft\_Controller\_JDG  
M01\_Medium\_Tank\_Tunnel\_Squish\_Guy\_JDG  
M01\_TurretBeach\_Engineer\_JDG  
M01\_GunboatAction\_Controller\_JDG  
M01\_Initial\_Gunboat\_Script\_JDG  
M01\_BarnArea\_EvacMonitor\_JDG  
M01\_BarnArea\_Air\_Evac\_Waypath\_JDG  
M01\_BarnArea\_Air\_Evac\_Chopper\_JDG  
M01\_BarnArea\_Air\_Evac\_Rope\_JDG  
M01\_Barn\_Prisoner\_01\_JDG  
M01\_Barn\_Prisoner\_02\_JDG  
M01\_Barn\_Prisoner\_03\_JDG  
M01\_Barn\_Babushkas\_Conversation\_Zone\_JDG  
M01\_BarnArea\_AI\_ExitZone\_JDG  
M01\_Tank\_Entering\_Tunnel\_Zone\_JDG  
M01\_MediumTank\_ReminderZone\_JDG  
M01\_TailGun\_01\_JDG  
M01\_TailGun\_02\_JDG  
M01\_TailGun\_03\_JDG  
M01\_GDI\_Base\_LightTank\_JDG  
M01\_GDI\_Base\_Spawner\_Controller\_JDG  
M01\_CantBring\_MediumTank\_ThroughHereZone\_JDG  
M01\_TailgunRun\_NOD\_Commander\_JDG  
M01\_Visceroid01\_JDG  
M01\_Visceroid02\_JDG  
M01\_Visceroid03\_JDG  
M01\_Visceroid\_NodGuy01\_JDG  
M01\_Visceroid\_NodGuy02\_JDG  
M01\_Tailgun\_Run\_Spawner\_Controller\_JDG  
M01\_TiberiumCave\_UpThere\_NodGuy\_JDG  
M01\_TibField\_Guard01\_New\_JDG  
M01\_Interior\_Nun\_Conversation\_Zone\_JDG  
M01\_GDI\_Escort\_Conversation\_Controller\_GDI  
M01\_ChurchArea\_EvacMonitor\_JDG  
M01\_Church\_EvacController\_JDG  
M01\_ChurchArea\_Air\_Evac\_Waypath\_JDG

M01\_ChurchArea\_Air\_Evac\_Chopper\_JDG  
M01\_ChurchArea\_Air\_Evac\_Rope\_JDG  
M01\_CHURCH\_Chinook\_Spawned\_Soldier01\_GDI  
M01\_CHURCH\_Chinook\_Spawned\_Soldier02\_GDI  
M01\_Church\_Exterior\_MiniGunner\_JDG  
M01\_Church\_LoveShack\_MiniGunner\_JDG  
M01\_Church\_LoveShack\_Nun\_JDG  
M01\_Priest\_Conversation\_Zone\_JDG  
M01\_Loveshack\_Nun\_Conversation\_Zone\_JDG  
M01\_Church\_Balcony\_MiniGunner\_JDG  
M01\_Church\_Priest\_JDG  
M01\_Church\_Interior\_Nun\_JDG  
M01\_ChurchArea\_NOD\_Commander\_JDG  
M01\_ChurchArea\_Spawner\_Controller\_JDG  
M01\_Whack\_A\_Mole\_Exit\_Zone\_JDG  
M01\_HON\_WarroomController\_JDG  
M01\_HON\_Escorts\_Warroom\_MCT\_Commander\_JDG  
M01\_HON\_Engineer02\_JDG  
M01\_GiveMCTSpeech\_Zone\_JDG  
M01\_HON\_Cafeteria\_Walking\_Guy\_JDG  
M01\_HON\_Cafeteria\_Eating\_Guy\_JDG  
M01\_HON\_Dorm\_RocketGuy\_JDG  
M01\_HON\_Dorm\_ChemGuy\_JDG  
M01\_HON\_Dorm\_MiniGunner\_JDG  
M01\_HON\_Dorm\_FlameGuy\_JDG  
M01\_HON\_Dorm\_Crapper\_JDG  
M01\_HON\_Dojo\_Trainer\_JDG  
M01\_HON\_Dojo\_Civ\_01\_JDG  
M01\_PaintballRoom\_ChatterController\_JDG  
M01\_Interrogation\_Room\_Surprise\_Guy\_JDG  
M01\_BuggyNew\_Controller\_JDG  
M01\_BuggyScript\_New\_JDG  
M01\_Comm\_Stationary\_Tech\_JDG  
M01\_Comm\_Upstairs\_Guard\_JDG  
M01\_Comm\_Repair\_Engineer\_JDG  
M01\_Comm\_ComputerRoom\_Tech\_JDG  
M01\_Comm\_Center\_Player\_Terminal\_Zone  
M01\_GateSwitch\_Tutorial\_Zone\_JDG  
M01\_Comm\_Center\_Pen\_Gate  
M01\_DetentionPen\_CivDeathMonitor  
M01\_PrisonPen\_Civilian\_JDG  
M01\_Propaganda\_Sounds\_Controller\_JDG  
M01\_DetentionPen\_GDIDeathMonitor  
M01\_PrisonPen\_POW\_JDG  
M01\_TurretBeach\_GDI\_Guy\_01\_JDG  
M01\_Nod\_Commander\_Conversation\_Controller\_GDI  
M01\_GDI\_Base\_EvacMonitor\_JDG  
M01\_Objective\_Pog\_Controller\_JDG

M01\_DataDisc\_TextController\_JDG  
M01\_GDI\_Base\_Artillery\_Controller\_JDG  
M01\_Base\_GDI\_Minigunner\_JDG  
M03\_Cine\_Explosion  
M03\_Damage\_Modifier\_All  
M03\_Killed\_Sound  
RMV\_Trigger\_Killed  
M03\_AggAndCover  
RMV\_Home\_Point  
M03\_Beach\_Radio  
M10\_Pokeable\_Item\_OnePoke  
M03\_Past\_Pillbox  
M03\_Reinforcement\_Chinook  
M03\_No\_More\_Parachute  
M03\_Beach\_Turret  
M03\_Destroyed\_Turret  
M03\_Wheres\_The\_Star  
RMV\_Trigger\_Zone  
M09\_Innate\_Activate  
M00\_Reveal\_Enc\_Character\_DAY  
M03\_DataDiscMessage  
RMV\_Trigger\_Zone\_2  
RMV\_Hostage\_Rescue\_Point  
M03\_Zone\_Enabled\_Spawner  
M03\_Killed\_Disabled\_Spawner  
M10\_Stationary  
M03\_Structure\_Powerup\_Drop  
M03\_Destroyed\_Chinook  
M08\_Nod\_Turret  
M03\_Engineer\_Repair  
M03\_Tiberium\_Cave\_Stay\_Put  
M03\_Ambient\_Birdcall\_Controller\_JDG  
M03\_Radar\_UnScramble  
M10\_Elevator\_All\_Zone  
M03\_Power\_Plant  
M03\_Base\_Patrol  
M03\_Protect\_The\_MCT  
RMV\_Camera\_Behavior  
M03\_Technician\_Work  
M03\_Mct\_Poke  
RMV\_M03\_Comm\_Center\_Terminal  
Sakura\_Killed  
M03\_Sakura\_Explosion  
M03\_Officer\_With\_Key\_Card2  
M06\_Activate\_Secret\_Door  
M03\_Holograph\_EntryZone\_JDG  
M03\_KaneHead\_JDG  
RMV\_Volcano\_And\_Lava\_Ball\_Creator

RMV\_Engine\_Sound  
M03\_Refinery  
M03\_Officer\_With\_Key\_Card  
M03\_Key\_Card  
M00\_InnatelsStationary  
M09\_Attack\_Blocked\_False  
M03\_Mission\_Complete\_Zone  
RMV\_Trigger\_Poked  
M00\_Trigger\_When\_Destroyed\_RMV  
M03\_Beach\_Scenario\_Controller  
M00\_Object\_Create\_RMV  
M03\_Intro\_Substitute  
M00\_Put\_Script\_On\_Commando  
M00\_Damaged\_Warning  
M03\_Initial\_Powerups  
M03\_Commando\_Script  
M03\_Objective\_Controller  
M03\_Objective\_Tracker  
M03\_Chinook\_Reinforcements  
M03\_Gunboat\_Controller\_RMV  
DLS\_Volcano\_Stumble  
M03\_Beach\_Reinforce  
M03\_Chinook\_ParaDrop  
M03\_Paratrooper\_Run  
M03\_Conversation\_Zone  
M03\_Staged\_Conversation\_1  
M09\_Innate\_Disable  
M00\_Trigger\_When\_Killed\_RMV  
M03\_Alternate\_Sam\_Site  
M03\_Chinook\_Fodder\_Creator  
M03\_Inlet\_Nod\_Reinforcements  
M00\_Object\_Destroy\_Self\_RMV  
M03\_Engineer\_Target  
RMV\_Test\_Big\_Gun\_Turning  
M03\_Radar\_Scramble  
M10\_Elevator\_All\_Controller  
M03\_ConYardSeen  
M03\_PowerPlant\_Warning  
M03\_Announce\_PowerPlant\_Controller\_JDG  
M03\_Area\_Troop\_Counter  
M03\_Reinforce\_Area  
M03\_CommCenter\_Arrow  
M03\_CommCenter\_Warning  
M03\_Comm\_Killed  
M03\_Announce\_CommCenter\_Controller\_JDG  
M03\_Flyover\_Controller  
M03\_Base\_Harvester  
RMV\_Engineer\_Wander

M03\_Announce\_Refinery\_Controller\_JDG  
DLS\_Volcano\_Active

// Below are scripts that are not used, but they are present

MX0\_A02\_DEFAULT\_OFF  
MX0\_A02\_ZONE\_DEFAULT\_ON  
MX0\_A03\_HAVOC\_TANK  
MX0\_A03\_TROOPER\_ONE\_TEST  
MX0\_A03\_GDI\_TANK\_DROP\_ZONE\_DAK  
DAK\_MX0\_Sec\_3\_Humvee  
MX0\_AmbientBattle  
MX0\_Kill\_Sniper  
MX0\_Engineer\_Return  
M01\_GDI\_GuardTower\_02\_Enter\_Zone\_JDG  
M01\_ConYard\_Dropoff\_Dude\_JDG  
M01\_GDI\_BaseCommander\_Backside\_EntryZone\_JDG  
M01\_GDI\_Base\_BackPath\_NodGuy\_JDG  
M01\_GDI\_Base\_LightTank\_PastTunnelZone\_JDG  
M01\_BarnArea\_NOD\_Commander\_Trigger\_Zone\_JDG  
M01\_GDI\_Base\_FirstChinookFlamethrowerGuy\_JDG  
M01\_GDI\_Base\_FirstChinook\_Script\_JDG  
M01\_Nod\_GuardTower\_Tailgun\_JDG  
M01\_DetentionGDI\_Air\_Evac\_Chopper\_JDG  
M01\_DetentionGDI\_Air\_Evac\_Waypath\_JDG  
M01\_DetentionPen\_Evac\_Controller02\_JDG  
M01\_DetentionCiv\_Air\_Evac\_Chopper\_JDG  
M01\_DetentionCiv\_Air\_Evac\_Waypath\_JDG  
M01\_DetentionPen\_Evac\_Controller01\_JDG  
M01\_Barn\_Point\_Guard\_02\_JDG  
M01\_Nod\_GuardTower\_02\_Enter\_Zone\_JDG  
M01\_TailgunRun\_Spawner\_Guy\_JDG  
M01\_GDI\_Base\_Spawner\_Guy\_JDG  
M01\_GDI\_Toolshed\_PatrolGuy\_JDG  
M01\_Comm\_MCT\_Placeholder\_JDG  
M01\_HON\_MCT\_Placeholder\_JDG  
M01\_Comm\_Kane\_n\_Havoc\_Conv\_Start\_Zone\_JDG  
M01\_Tailgun\_02\_SpawnApache\_Zone\_JDG  
M01\_TailGunner\_03\_JDG  
M01\_TailGunner\_02\_JDG  
M01\_TailGunner\_01\_JDG  
M01\_Interrogation\_Room\_L03\_Keycard\_JDG  
M01\_Flamethrower\_Point\_Guard\_JDG  
M01\_Announce\_Barn\_Objective\_Zone  
M01\_COMM\_Commander\_Guy  
M03\_Goto\_Star  
M03\_Staged\_Conversation\_Soldier  
M03\_Big\_Gun\_Explosion  
M03\_Tailgun\_Fodder

M03\_Tailgun\_Fodder\_Zone  
M03\_Tailgun  
M03\_Chinook\_Spawned\_Soldier\_GDI  
M03\_Beach\_Soldier\_GDI  
M03\_Inlet\_Soldier\_GDI  
M03\_Chinook\_Drop\_Soldiers\_GDI  
M03\_Move\_Commando\_To\_Start  
M03\_CommCenter\_SateliteDish\_Controller\_JDG  
M03\_Outro\_Cinematic  
M03\_A05\_Evac\_Zone

Uncompleted:

Toggle Spoiler  
M08\_Petra\_C\_Helo  
MX0\_A03\_HUMVEE  
MX0\_NOD\_INFANTRY  
MX0\_A03\_NOD\_TROOPER\_TIB\_DEATH  
MX0\_Area4\_Controller\_DLS  
MX0\_Obelisk\_Weapon\_DLS  
MX0\_A02\_ACTOR  
MX0\_A02\_Controller  
M00\_Nod\_Obelisk

Now this took me some time to do, but don't be a party pooper and steal my shit and claim it as yours. I've put the GPL-3.0 licence on here, which basically means you can do anything you want but you've got to mention my credits. I might plan on continuing, but I might not. Maybe in a day/week/month/year, who knows.

Feel free to contact me for any mistakes/additions/changes that need to be made.

Disclaimer: I have not tested any script whatsoever, but again I'm pretty confident this time around. I've put alot more care in my analyzation this time

Note #2: I compiled this in VS2017 Enterprise with VS2012 XP build tools. However you should be able to open it in express too, just be sure you have VS2012 with at least update 1 to enable the VS2012 XP build tools in later versions.

Note #3: @JonWil or somebody else from TT feel free to add this to the scripts release. If you'd like to change the licence header to that of all the other files that is no problem, but can it atleast have my name in it ? It would be really cool to see something I've made come in a release of TT scripts.

GitHub link: <https://github.com/Neijwiert/C-C-Renegade-Mission-Scripts>

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Subject: Re: Singleplayer scripts  
Posted by [dblaney1](#) on Fri, 08 Sep 2017 22:41:08 GMT  
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Cool stuff. Wonder if you can look into figuring out the crazy scripts like the m02\_respawn\_controller. It seems to be one giant megascript that controls all of the maps cinematics. It has a bunch of scriptzones all over the map. M02\_Objective\_Zone is attached on most of the zones but with no parameters. It seems like m02\_respawn\_controller has a bunch of hardcoded zone ids that it uses to trigger things.

I actually have very good versions of m02, m07, and m11 that are tailored for a coop server that I made although I am not running them on an actual server at the moment. I have them installed on my test server. If you have a chance let me know and I'll show them to you.

---

Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Sat, 09 Sep 2017 09:52:25 GMT  
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---

Ok I'll continue with M02 then instead of M01. Not sure how looking at a modded version of the original level would help me though. I can just open up the original ones. Do you know where this respawn controller is located? or maybe the object id? Mind you, its pretty tough to do an analysis if its situated at the end of the level, although decompilation should be no problem

EDIT: lol you're not wrong that it does alot. Member fields alone makes it 276 bytes big. It's probably gonna take some time to do this one.

---

Subject: Re: Singleplayer scripts  
Posted by [sla.ro\(master\)](#) on Sat, 09 Sep 2017 12:13:32 GMT  
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---

I would love to see how M03\_Goto\_Star is done ;p

awesome work

---

Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Sat, 09 Sep 2017 14:33:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sla.ro(master) wrote on Sat, 09 September 2017 05:13 I would love to see how M03\_Goto\_Star is done ;p

awesome work

Sure will look at that one too, again the same here. May not be able to do proper analysis of the code flow without all the other scripts. But decompilation should be no problem.

EDIT: Done, see GitHub

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Subject: Re: Singleplayer scripts  
Posted by [dblancey1](#) on Sat, 09 Sep 2017 19:10:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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sla.ro(master) wrote on Sat, 09 September 2017 05:13I would love to see how M03\_Goto\_Star is done ;p

awesome work

Jerad has a clone of that script with a bunch of fixes on it as well. It doesn't break if the closest player is in an area with no pathfinding. It will go to the next closest player in that case. Its probably a better one to use for any coop maps since it was designed with multiple players in mind.

JMG\_Utility\_AI\_Goto\_Player

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Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Sat, 09 Sep 2017 20:33:34 GMT  
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dblancey1 wrote on Fri, 08 September 2017 15:41Cool stuff. Wonder if you can look into figuring out the crazy scripts like the m02\_respawn\_controller. It seems to be one giant megascript that controls all of the maps cinematics. It has a bunch of scriptzones all over the map. M02\_Objective\_Zone is attached on most of the zones but with no parameters. It seems like m02\_respawn\_controller has a bunch of hardcoded zone ids that it uses to trigger things.

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I have decompiled M02\_Respawn\_Controller, see GitHub. as mentioned before, no code flow analysis has been done (so no proper member field naming yet and comments). I believe this script does not interact that much with the script zones but the other way around. M02\_Objective\_Zone is pretty big too and I haven't checked out M02\_Objective\_Controller. I will in the future and when I get to M02 I'll do some proper code flow analysis too.

---

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Subject: Re: Singleplayer scripts  
Posted by [dbloney1](#) on Sun, 10 Sep 2017 01:50:33 GMT  
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Neijwiert wrote on Sat, 09 September 2017 13:33dbloney1 wrote on Fri, 08 September 2017 15:41Cool stuff. Wonder if you can look into figuring out the crazy scripts like the m02\_respawn\_controller. It seems to be one giant megascript that controls all of the maps cinematics. It has a bunch of scriptzones all over the map. M02\_Objective\_Zone is attached on most of the zones but with no parameters. It seems like m02\_respawn\_controller has a bunch of hardcoded zone ids that it uses to trigger things.

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Yeah sorry, I meant m02\_objective\_controller and M02\_Objective\_Zone interact with each other a bunch.

---

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Subject: Re: Singleplayer scripts  
Posted by [XD\\_ERROR\\_XD](#) on Mon, 11 Sep 2017 11:25:37 GMT  
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---

May I ask, what do you use to decompile scripts? and do you decompile the whole scripts.dll file at once, or is it possible to decompile a single script at a time?

Thanks!

---

---

Subject: Re: Singleplayer scripts  
Posted by [dubstar](#) on Mon, 11 Sep 2017 12:23:51 GMT  
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I read somewhere that IDA and Hex-Rays Decompiler are the best tools to use.

---

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Subject: Re: Singleplayer scripts  
Posted by [sla.ro\(master\)](#) on Mon, 11 Sep 2017 14:25:17 GMT  
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---

dubstar wrote on Mon, 11 September 2017 15:23I read somewhere that IDA and Hex-Rays Decompiler are the best tools to use.

Yes and no, it's far from perfect, its good that you can have asm file, but in rest is manually done

---

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Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Mon, 11 Sep 2017 14:36:46 GMT  
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XD\_ERROR\_XD wrote on Mon, 11 September 2017 04:25May I ask, what do you use to decompile scripts? and do you decompile the whole scripts.dll file at once, or is it possible to decompile a single script at a time?

Thanks!

dubstar wrote on Mon, 11 September 2017 05:23I read somewhere that IDA and Hex-Rays Decompiler are the best tools to use.

Yeah I use IDA Pro + Hex rays. No I just target the scripts that I need. I use the Linux build of the 'scripts' file to decompile, since that one has debug information. The debug information saved a lot of function names.

Also update: I will use this post to post my progress and stuff. Progress for this comment has been M02\_objective\_Controller, again see GitHub.

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---

Subject: Re: Singleplayer scripts  
Posted by [dubstar](#) on Mon, 11 Sep 2017 21:46:43 GMT  
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alternatively

rec studio  
<http://www.backerstreet.com/rec/rec.htm>

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Subject: Re: Singleplayer scripts

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Posted by [jonwil](#) on Mon, 11 Sep 2017 21:54:09 GMT

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IDA Pro + HexRays is the only way to go when reverse engineering complex things like Renegade. Nothing else even comes close

---

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Subject: Re: Singleplayer scripts

Posted by [Gen\\_Blacky](#) on Tue, 12 Sep 2017 04:30:25 GMT

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Very nice.

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Subject: Re: Singleplayer scripts

Posted by [Neijwiert](#) on Tue, 12 Sep 2017 13:42:56 GMT

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dblaney1 wrote on Fri, 08 September 2017 15:41Cool stuff. Wonder if you can look into figuring out the crazy scripts like the m02\_respawn\_controller. It seems to be one giant megascript that controls all of the maps cinematics. It has a bunch of scriptzones all over the map. M02\_Objective\_Zone is attached on most of the zones but with no parameters. It seems like m02\_respawn\_controller has a bunch of hardcoded zone ids that it uses to trigger things.

I actually have very good versions of m02, m07, and m11 that are tailored for a coop server that I made although I am not running them on an actual server at the moment. I have them installed on my test server. If you have a chance let me know and I'll show them to you.

I have finished M02\_Objective\_Zone. You can look at the hardcoded customs and ids now if you want. it is still missing full code flow analysis though.

---

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Subject: Re: Singleplayer scripts

Posted by [dblaney1](#) on Tue, 12 Sep 2017 17:26:09 GMT

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Neijwiert wrote on Tue, 12 September 2017 06:42dblaney1 wrote on Fri, 08 September 2017 15:41Cool stuff. Wonder if you can look into figuring out the crazy scripts like the m02\_respawn\_controller. It seems to be one giant megascript that controls all of the maps cinematics. It has a bunch of scriptzones all over the map. M02\_Objective\_Zone is attached on most of the zones but with no parameters. It seems like m02\_respawn\_controller has a bunch of hardcoded zone ids that it uses to trigger things.

I actually have very good versions of m02, m07, and m11 that are tailored for a coop server that I made although I am not running them on an actual server at the moment. I have them installed on my test server. If you have a chance let me know and I'll show them to you.

I have finished M02\_Objective\_Zone. You can look at the hardcoded customs and ids now if you want. it is still missing full code flow analysis though.

Cool thanks. If you don't mind m02\_nod\_apache would be cool as well.

---

---

Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Tue, 12 Sep 2017 20:19:22 GMT  
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---

I have completed M02\_Nod\_Apache. I see that it used WaypathSplined too from ActionParamsStruct but I have no idea what that actually does. Could @JonWil explain perhaps?

---

---

Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Thu, 14 Sep 2017 20:00:44 GMT  
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---

Completed:  
M02\_Nod\_Jet\_Waypath  
M02\_Mendoza

On a side note, I decompiled Set\_Camera\_Host aswell

```
void Set_Camera_Host(GameObject *obj)
{
    if (obj)
    {
        PhysicalGameObj *pObj = obj->As_PhysicalGameObj();
        if (pObj)
        {
            CCameraClass::Set_Host_Model(CombatManager::MainCamera, pObj->Peek_Model());
        }
    }
    else
    {
        CCameraClass::Set_Host_Model(CombatManager::MainCamera, NULL);
    }
}
```

---

---

Subject: Re: Singleplayer scripts  
Posted by [dblancy1](#) on Thu, 14 Sep 2017 20:46:21 GMT  
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---

Good, my clone I made with the netcall to send to client is pretty much identical to that.

---

Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Fri, 15 Sep 2017 12:14:47 GMT  
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Completed:  
M02\_Player\_Vehicle  
M02\_Nod\_Vehicle

Uncompleted:  
M02\_Nod\_Jet  
M02\_Nod\_Sakura  
M02\_GDI\_Helicopter  
M02\_Reset\_Spawn  
M02\_Destroy\_Vehicle

---

Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Sat, 16 Sep 2017 18:10:17 GMT  
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Completed:  
DLS\_Where\_Am\_I  
M02\_Helipad  
M01\_Barn\_Truck\_JDG  
M02\_Destroy\_Objective  
M02\_Nod\_Convoy\_Truck  
M02\_Dam\_MCT

Uncompleted:  
M02\_Nod\_Soldier  
M02\_GDI\_Soldier  
M07\_Disable\_Hibernation  
M02\_Stationary\_Vehicle  
M02\_Approach\_Vehicle

---

Subject: Re: Singleplayer scripts  
Posted by [jonwil](#) on Sun, 17 Sep 2017 11:09:57 GMT  
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---

Good job so far, at this rate you will have a clone of every script in the original scripts.dll by the time its all said and done

---

---

Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Mon, 18 Sep 2017 20:20:03 GMT  
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---

I've completed all scripts used/related to M02. I will start code flow analysis now. But can anybody help me with the following:

- How can you play a soldier animation in the W3DViewer that is started in a script with Action\_Play\_Animation? Since I want to comment what kind of animation it is.
- Is there a way to check in LE if a certain preset, or even better, script is present in a preset? If not, could somebody prepare some mixes for me that are basically clones of the singleplayer maps but can be run on multiplayer so I can check these things out? Since I might have missed some scripts and mistakenly marked them as 'not used'.
- I have submitted an issue on GitHub some time ago about float precision. Sometimes a float is passed to some function but it is very nearly a whole number (i.e. 4.999999 or something like that). Does anybody know if this is a precision error?
- Sometimes the Renegade developers used Get\_Random instead of the logical Get\_Random\_Int to put through a switch to check against, for example, 1/2/3 etc. Obviously it is cast to an integer somewhere. Does anybody know how I can check in IDA where this is being done? (I had exceptional problems in M02\_Nod\_Soldier::Timer\_Expired with this to make sense of the code).

EDIT: Also, to stop spamming I guess, I'll just post updates when a complete map has been done or a request of somebody.

---

---

Subject: Re: Singleplayer scripts  
Posted by [dblaney1](#) on Mon, 18 Sep 2017 20:42:52 GMT  
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---

Open the model that gets animated and then click and drag the animation w3d into the w3dviewer window.

The easiest way to find out if a script is on a preset is to open the objects.ddb in a hexeditor and search for the script name.

---

---

Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Mon, 18 Sep 2017 21:13:55 GMT

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dblaney1 wrote on Mon, 18 September 2017 13:42Open the model that gets animated and then click and drag the animation w3d into the w3dviewer window.

The easiest way to find out if a script is on a preset is to open the objects.ddb in a hexeditor and search for the script name.

Ok, I'll try that. On a side note, I'm getting an error: mss32.dll was not found when trying to start W3dview.exe. Yeah I know how to check if its already on the preset, but I mean if its attached in the level. You know, you can add more scripts to a preset in a level when its that preset is created.

---

---

**Subject: Re: Singleplayer scripts**  
Posted by [dblaney1](#) on Mon, 18 Sep 2017 21:44:11 GMT  
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Neijwiert wrote on Mon, 18 September 2017 14:13dblaney1 wrote on Mon, 18 September 2017 13:42Open the model that gets animated and then click and drag the animation w3d into the w3dviewer window.

The easiest way to find out if a script is on a preset is to open the objects.ddb in a hexeditor and search for the script name.

Ok, I'll try that. On a side note, I'm getting an error: mss32.dll was not found when trying to start W3dview.exe. Yeah I know how to check if its already on the preset, but I mean if its attached in the level. You know, you can add more scripts to a preset in a level when its that preset is created.

Do the same hexedit trick but on the .ldd file for that level.

---

---

**Subject: Re: Singleplayer scripts**  
Posted by [Neijwiert](#) on Tue, 19 Sep 2017 14:14:07 GMT  
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---

I have completed all scripts of M02, including the full code flow analysis.

dblaney1 wrote on Mon, 18 September 2017 14:44Neijwiert wrote on Mon, 18 September 2017 14:13dblaney1 wrote on Mon, 18 September 2017 13:42Open the model that gets animated and then click and drag the animation w3d into the w3dviewer window.

The easiest way to find out if a script is on a preset is to open the objects.ddb in a hexeditor and search for the script name.

Ok, I'll try that. On a side note, I'm getting an error: mss32.dll was not found when trying to start W3dview.exe. Yeah I know how to check if its already on the preset, but I mean if its attached in the level. You know, you can add more scripts to a preset in a level when its that preset is created.

Do the same hexedit trick but on the .ldd file for that level.

Okay, that works nicely. But I don't really know the layout of an LDD file. I have been able to find preset lds and object lds. And also the scripts with their params, but I don't know how I can associate an object id with a script. Object ids are declared in the beginning of the file and scripts etc at the end. Would you happen to know what field or how many bytes offset of something where the relation is at?

---

Subject: Re: Singleplayer scripts  
Posted by [jonwil](#) on Tue, 19 Sep 2017 14:41:02 GMT  
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Unless you understand the inner workings of the Renegade data files and classes (and I suspect you dont) then you will not be able to match scripts to objects.

If you explain what you are trying to identify or figure out, I might be able to help.

---

Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Tue, 19 Sep 2017 15:18:21 GMT  
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jonwil wrote on Tue, 19 September 2017 07:41 Unless you understand the inner workings of the Renegade data files and classes (and I suspect you dont) then you will not be able to match scripts to objects.

If you explain what you are trying to identify or figure out, I might be able to help.

I'm trying to find if I missed any scripts that are present in the LE on the presets that are created. And if I can match an object id to that script then I can put proper comments in said script when/where it is used

---

Subject: Re: Singleplayer scripts  
Posted by [dblanky1](#) on Tue, 19 Sep 2017 17:01:02 GMT  
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Neijwiert wrote on Tue, 19 September 2017 08:18jonwil wrote on Tue, 19 September 2017 07:41Unless you understand the inner workings of the Renegade data files and classes (and I suspect you dont) then you will not be able to match scripts to objects.

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I'm trying to find if I missed any scripts that are present in the LE on the presets that are created. And if I can match an object id to that script then I can put proper comments in said script when/where it is used

Anything created by scripts during a game only will spawn with scripts on the object in the ddb file where the preset exists and by the scripts themselves. What was attached to the presets in leveledit only applies to objects placed on the map during export. Those scripts will be shown in the ldd file.

---

Subject: Re: Singleplayer scripts  
Posted by [jonwil](#) on Wed, 20 Sep 2017 05:57:44 GMT  
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Which levels in particular are you trying to do it for? All the single player levels? All the maps that come with Renegade? Other maps beyond that?

---

Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Wed, 20 Sep 2017 09:09:29 GMT  
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jonwil wrote on Tue, 19 September 2017 22:57Which levels in particular are you trying to do it for? All the single player levels? All the maps that come with Renegade? Other maps beyond that?

All the singleplayer mapa (mission maps) and I guess the skirmish map and tutorial map too.

---

Subject: Re: Singleplayer scripts  
Posted by [jonwil](#) on Wed, 20 Sep 2017 12:15:28 GMT  
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I cant help you with the skirmish level since Westwood never released a .lvl file for that but here are some dumps for all the levels they did release as part of the SinglePlayerLVLs.zip as well as the stock objects.ddb.

The dumps were taken via a specially hacked up (and not shippable) 4.x ttle.dll file and then loading each .lvl file into LE to produce the dump output.

The level dumps contain an entry for each object that exists in the scene followed by entries for every script that has been placed on that object in LE (as opposed to being there because its on the preset in objects.ddb)

The objects.ddb dump contains an entry for each preset followed by entries for every script that has been placed on that preset.

Hopefully this helps you out in figuring out all the scripts the stock single player missions actually use.

---

## File Attachments

1) [dumps.zip](#), downloaded 327 times

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Subject: Re: Singleplayer scripts

Posted by [Neijwiert](#) on Wed, 20 Sep 2017 12:21:06 GMT

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jonwil wrote on Wed, 20 September 2017 05:15 I cant help you with the skirmish level since Westwood never released a .lvl file for that but here are some dumps for all the levels they did release as part of the SinglePlayerLVLS.zip as well as the stock objects.ddb.

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The objects.ddb dump contains an entry for each preset followed by entries for every script that has been placed on that preset.

Hopefully this helps you out in figuring out all the scripts the stock single player missions actually use.

YES! Thank you that helps alot!. It is essential that I put comments on created events so that the code flow is clear to people. But I'm only human and it's easy to miss objects when going through the level. For example, on M02 I missed all the data disks and thought the script M02\_Data\_Disk wasn't used at first. I will verify all existing scripts to make sure all comments are correct. Will probably make a small program that checks the txt files for me.

---

Subject: Re: Singleplayer scripts

Posted by [dblaney1](#) on Wed, 20 Sep 2017 21:32:29 GMT

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---

Keep in mind that this won't give you stuff that gets spawned by spawners once the map actually starts. You will still need to check all the objects that get spawned by spawners etc preset scripts.

---

---

Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Thu, 05 Oct 2017 21:45:46 GMT  
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---

M01 Has been completely reversed engineered with code flow.

The release contains the following scripts (May contain scripts that were missed in previous releases):

Toggle Spoiler

Uncompleted

M00\_Nod\_Obelisk

Completed

M01\_First\_AutoRifle\_JDG

M01\_Flyover\_Generic\_Script\_JDG

M01\_FP\_BaseToBase\_NorthSouth\_Contoller\_JDG

M01\_FP\_BaseToBase\_SouthNorth\_Contoller\_JDG

M01\_FP\_GDIOcean\_NorthSouth\_Contoller\_JDG

M01\_FP\_GDIOcean\_SouthNorth\_Contoller\_JDG

M01\_FP\_NodBase\_NorthSouth\_Contoller\_JDG

M01\_FP\_NodBase\_SouthNorth\_Contoller\_JDG

M01\_FP\_NodBase\_EastWest\_Contoller\_JDG

M01\_FP\_NodBase\_WestEast\_Contoller\_JDG

M01\_FP\_NodBase\_Dogfight\_Contoller\_JDG

M01\_Announce\_First\_ObjectiveZone\_JDG

M01\_GDI\_BeachGuy01\_JDG

M01\_Beach\_Datadisc\_JDG

M01\_ConDropZone\_JDG

M01\_Use\_Ladder\_Zone\_JDG

M01\_Base\_StartZone\_JDG

M01\_Base\_GDI\_Fodder\_JDG

M01\_AccessDenied\_Zone\_JDG

M00\_No\_Falling\_Damage\_DME

M00\_HealthMedal\_TextMessage

M00\_C130\_Explosion

M00\_BUILDING\_EXPLODE\_NO\_DAMAGE\_DAK

M00\_ArmorMedal\_TextMessage\_JDG

M00\_Obelisk\_Weapon

M01\_C130\_Dropoff\_Dude\_JDG

M01\_SniperRifle\_02\_JDG

M01\_SniperRifle\_02\_AirdropZone\_JDG

M01\_GDI\_Base\_FirstChinookMinigunnerGuy\_JDG

M01\_Nod\_Truck\_JDG

M01\_Base\_Nod\_Minigunner\_JDG  
M01\_C4\_TutorialScript\_JDG  
M01\_SniperRifle\_01\_JDG  
M01\_SniperRifle\_01\_Target\_JDG  
M01\_HON\_FrontDoor\_Evacuator\_JDG  
M01\_CommCenter\_Evacuator\_JDG  
M01\_HarvesterScript\_New\_JDG  
M01\_KeyCard01\_Script\_JDG  
M01\_Tiberium\_Cave\_Helicopter\_JDG  
M01\_Nod\_Chinook\_Reinforcement\_Guy\_JDG  
M01\_Hunt\_The\_Player\_JDG  
M01\_Evac\_TroopBone\_JDG  
M01\_POW\_Nod\_Minigunner01\_JDG  
M01\_BackPath\_EntranceZone\_JDG  
M01\_BasalBuilding\_Population\_JDG  
M01\_QuickSave\_Zone\_JDG  
M01\_TriggerZone\_GDI\_Base\_Commander\_JDG  
M01\_Duncan\_Assailer\_JDG  
M01\_MiniGunner\_Point\_Guard\_JDG  
M01\_BackPath\_NodGuy\_JDG  
M01\_TibCave01\_Datadisc\_JDG  
M01\_BarnArea\_NOD\_Commander\_Trigger\_Zone02\_JDG  
M01\_RealLightTank\_TriggerZone\_JDG  
M01\_Announce\_TankAirstrikeZone\_JDG  
M01\_GuardTower02\_NewSniperTarget\_JDG  
M01\_GDI\_GuardTower02\_SniperRifle\_JDG  
M01\_GDI\_Base\_AI\_ExitZone\_JDG  
M01\_Player\_is\_Entering\_GDI\_Base\_Zone  
M01\_PlayerLeaving\_BarnArea\_Zone\_JDG  
M01\_Player\_is\_Leaving\_GDI\_Base\_Zone  
M01\_PlayerEntering\_BarnArea\_Zone\_JDG  
M01\_Barn\_Point\_Guard\_01\_JDG  
M01\_C4\_Tutorial\_Zone\_JDG  
M01\_FodderHovercraft\_Script\_JDG  
M01\_Medium\_Tank01\_JDG  
M01\_Medium\_Tank\_JDG  
M01\_Sinking\_Gunboat\_JDG  
M01\_Gunboat\_Spawn\_Hovercraft\_Zone\_JDG  
M01\_Barn\_EntryZone\_JDG  
M01\_Barn\_Door\_Guard\_JDG  
M01\_Barn\_Talk\_Guard\_01\_JDG  
M01\_Shed\_Datadisc\_JDG  
M01\_Player\_Is\_Entering\_Tailgun\_Alley\_Backway\_JDG  
M01\_Tunnel\_Exterior\_Zone  
M01\_Tunnel\_Interior\_Zone  
M01\_Player\_Is\_Entering\_Tailgun\_Alley\_JDG  
M01\_TurnOff\_TankReminder\_Zone\_JDG  
M01\_HON\_Commander\_Guy

M01\_Lose\_Any\_Church\_Escorts\_Zone\_02  
M01\_Player\_Is\_Crossing\_Bridge\_Zone  
M01\_Waterfall\_Exterior\_Zone  
M01\_Waterfall\_Interior\_Zone  
M01\_TibCave\_StartZone\_JDG  
M00\_VisceroidInnate\_DAY  
M01\_TibCave02\_Datadisc\_JDG  
M01\_Player\_Is\_Crossing\_Bridge\_Via\_Cave\_Zone  
M01\_Tiberium\_Cave\_Spawn\_Helicopter\_Zone\_JDG  
M01\_Entering\_Church\_Area\_Zone  
M01\_Player\_Is\_Crossing\_Bridge\_Via\_Church\_Zone  
M01\_Church\_Loveshack\_InterrogationConv\_Zone\_JDG  
M01\_Church\_Guard\_MiniGunner\_JDG  
M01\_Priest\_Datadisc\_JDG  
M01\_Nod\_GuardTower\_01\_Enter\_Zone\_JDG  
M01\_GuardTower\_Sniper\_Target\_JDG  
M01\_Turn\_on\_the\_Hand\_of\_Nod\_Zone\_JDG  
M01\_Lose\_Any\_Church\_Escorts\_Zone  
M01\_Announce\_Hand\_of\_Nod\_Zone  
M01\_ChurchArea\_Spawner\_Guy\_JDG  
M01\_Whack\_A\_Mole\_Enter\_Zone\_JDG  
M01\_Nod\_GuardTower\_03\_Enter\_Zone\_JDG  
M01\_HON\_Medlab\_DropOff\_Guy\_JDG  
M01\_Lose\_Any\_HON\_Escorts\_Zone  
M01\_HandOfNod\_SAMSite\_Script  
M01\_Hand\_Of\_Nod\_Exterior\_Zone  
M01\_Hand\_Of\_Nod\_Interior\_Zone  
M01\_Havoc\_Out\_WarroomZone\_JDG  
M01\_Havoc\_In\_WarroomZone\_JDG  
M01\_HON\_Escorts\_Warroom\_MCT\_ZoneController\_JDG  
M01\_HON\_Escorts\_Warroom\_MCT\_Protector01\_JDG  
M01\_HON\_Escorts\_Warroom\_MCT\_Protector02\_JDG  
M01\_Hand\_Of\_Nod\_Grunt\_Zone  
M01\_Hand\_of\_Nod\_Building\_Script\_JDG  
M01\_Hand\_Of\_Nod\_Dojo\_Zone  
M01\_Civ\_To\_Minigunner\_Guy\_JDG  
M01\_HON\_Paintball\_Team\_02\_JDG  
M01\_HON\_Paintball\_Team\_01\_JDG  
M01\_Right\_Interrogation\_Room\_Enter\_Zone\_JDG  
M01\_Left\_Interrogation\_Room\_Enter\_Zone\_JDG  
M01\_HON\_RedKey\_Zone\_JDG  
M01\_Medlab\_Datadisc\_JDG  
M01\_UnScramble\_Radar\_Zone  
M01\_Scramble\_Radar\_Zone  
M01\_Lose\_Any\_HON\_Escorts\_Zone\_02  
M01\_Announce\_Prisoner\_Objective\_Zone  
M01\_Comm\_Center\_Building\_Script\_JDG  
M01\_CommCenter\_SAMSite\_Script

M01\_Comm\_Center\_Exterior\_Zone  
M01\_Comm\_Center\_Interior\_Zone  
M01\_Comm\_Mainframe\_PogZone\_01\_JDG  
M01\_Comm\_Mainframe\_PogZone\_02\_JDG  
M01\_Comm\_Mainframe\_PogZone\_03\_JDG  
M01\_Comm\_Base\_Commander\_Conv\_Start\_Zone\_JDG  
M01\_Comm\_Base\_Commander\_JDG  
M11\_Temple\_Hologram\_01\_JDG  
M01\_Obelisk\_UpdateDisc\_JDG  
M01\_Mainframe\_Tutorial\_Zone\_JDG  
M01\_Detention\_GuardTower\_Enter\_Zone\_JDG  
M01\_MovieProjector\_JDG  
M01\_TurretBeach\_GDI\_Guy\_02\_JDG  
M01\_HON\_BackDoor\_Evacuator\_JDG  
M01\_Base\_GDI\_Grenadier\_JDG  
M01\_Ambient\_Sound\_Controller\_JDG  
M01\_Mission\_Controller\_JDG  
M01\_Whack\_A\_Mole\_Minigunner\_JDG  
M01\_HON\_Easy\_Spawned\_Guy\_01\_JDG  
M01\_HON\_Easy\_Spawned\_Guy\_02\_JDG  
M01\_HON\_Easy\_Spawned\_Guy\_03\_JDG  
M01\_COMM\_Chinook\_Spawned\_Soldier\_GDI  
M01\_HON\_Chinook\_Spawned\_Soldier\_01\_GDI\_JDG  
M01\_HON\_Chinook\_Spawned\_Soldier\_02\_GDI\_JDG  
M01\_HON\_Chinook\_Spawned\_Soldier\_03\_GDI\_JDG  
M01\_HON\_Chinook\_Spawned\_Soldier\_04\_GDI\_JDG  
M01\_TurretBeach\_Chinook\_Spawned\_Soldier\_NOD  
M01\_GDIBaseCommander\_EvacController\_JDG  
M01\_GDIBaseCommander\_Air\_Evac\_Waypath\_JDG  
M01\_GDIBaseCommander\_Air\_Evac\_Chopper\_JDG  
M01\_GDIBaseCommander\_Air\_Evac\_Rope\_JDG  
M01\_GDIBase\_POW\_Conversation\_Controller\_JDG  
M01\_GDIBase\_POWEncounter02\_Controller\_JDG  
M01\_GDIBasePOW\_Air\_Evac\_Waypath\_JDG  
M01\_GDIBasePOW\_Air\_Evac\_Chopper\_JDG  
M01\_GDIBasePOW\_Air\_Evac\_Rope\_JDG  
M01\_Base\_POW01\_JDG  
M01\_Base\_POW02\_JDG  
M01\_Duncan\_InHere\_ConvController\_JDG  
M01\_Commander\_Shack\_Zone\_JDG  
M01\_GDIBase\_BaseCommander\_JDG  
M01\_Airstrike\_Controller\_JDG  
M01\_Deco\_LightTanks\_JDG  
M01\_GuardTower02\_Sniper\_TowerZone\_JDG  
M01\_GuardTower02\_Sniper\_Target01\_JDG  
M01\_GuardTower02\_Sniper\_Target02\_JDG  
M01\_GDI\_GuardTower\_NOD\_Commander\_JDG  
M01\_GDIBase\_RealLightTank\_JDG

M01\_Billys\_Conversation\_Zone\_JDG  
M01\_Hovercraft\_Explosion\_Controller\_JDG  
M01\_TurretBeach\_Turret\_01\_Script\_JDG  
M01\_TurretBeach\_FodderHovercraft\_Controller\_JDG  
M01\_Medium\_Tank\_Tunnel\_Squish\_Guy\_JDG  
M01\_TurretBeach\_Engineer\_JDG  
M01\_GunboatAction\_Controller\_JDG  
M01\_Initial\_Gunboat\_Script\_JDG  
M01\_BarnArea\_EvacMonitor\_JDG  
M01\_BarnArea\_Air\_Evac\_Waypath\_JDG  
M01\_BarnArea\_Air\_Evac\_Chopper\_JDG  
M01\_BarnArea\_Air\_Evac\_Rope\_JDG  
M01\_Barn\_Prisoner\_01\_JDG  
M01\_Barn\_Prisoner\_02\_JDG  
M01\_Barn\_Prisoner\_03\_JDG  
M01\_Barn\_Babushkas\_Conversation\_Zone\_JDG  
M01\_BarnArea\_AI\_ExitZone\_JDG  
M01\_Tank\_Entering\_Tunnel\_Zone\_JDG  
M01\_MediumTank\_ReminderZone\_JDG  
M01\_TailGun\_01\_JDG  
M01\_TailGun\_02\_JDG  
M01\_TailGun\_03\_JDG  
M01\_GDI\_Base\_LightTank\_JDG  
M01\_GDI\_Base\_Spawner\_Controller\_JDG  
M01\_CantBring\_MediumTank\_ThroughHereZone\_JDG  
M01\_TailgunRun\_NOD\_Commander\_JDG  
M01\_Visceroid01\_JDG  
M01\_Visceroid02\_JDG  
M01\_Visceroid03\_JDG  
M01\_Visceroid\_NodGuy01\_JDG  
M01\_Visceroid\_NodGuy02\_JDG  
M01\_Tailgun\_Run\_Spawner\_Controller\_JDG  
M01\_TiberiumCave\_UpThere\_NodGuy\_JDG  
M01\_TibField\_Guard01\_New\_JDG  
M01\_Interior\_Nun\_Conversation\_Zone\_JDG  
M01\_GDI\_Escort\_Conversation\_Controller\_GDI  
M01\_ChurchArea\_EvacMonitor\_JDG  
M01\_Church\_EvacController\_JDG  
M01\_ChurchArea\_Air\_Evac\_Waypath\_JDG  
M01\_ChurchArea\_Air\_Evac\_Chopper\_JDG  
M01\_ChurchArea\_Air\_Evac\_Rope\_JDG  
M01\_CHURCH\_Chinook\_Spawned\_Soldier01\_GDI  
M01\_CHURCH\_Chinook\_Spawned\_Soldier02\_GDI  
M01\_Church\_Exterior\_MiniGunner\_JDG  
M01\_Church\_LoveShack\_MiniGunner\_JDG  
M01\_Church\_LoveShack\_Nun\_JDG  
M01\_Priest\_Conversation\_Zone\_JDG  
M01\_Loveshack\_Nun\_Conversation\_Zone\_JDG

M01\_Church\_Balcony\_MiniGunner\_JDG  
M01\_Church\_Priest\_JDG  
M01\_Church\_Interior\_Nun\_JDG  
M01\_ChurchArea\_NOD\_Commander\_JDG  
M01\_ChurchArea\_Spawner\_Controller\_JDG  
M01\_Whack\_A\_Mole\_Exit\_Zone\_JDG  
M01\_HON\_WarroomController\_JDG  
M01\_HON\_Escorts\_Warroom\_MCT\_Commander\_JDG  
M01\_HON\_Engineer02\_JDG  
M01\_GiveMCTSpeech\_Zone\_JDG  
M01\_HON\_Cafeteria\_Walking\_Guy\_JDG  
M01\_HON\_Cafeteria\_Eating\_Guy\_JDG  
M01\_HON\_Dorm\_RocketGuy\_JDG  
M01\_HON\_Dorm\_ChemGuy\_JDG  
M01\_HON\_Dorm\_MiniGunner\_JDG  
M01\_HON\_Dorm\_FlameGuy\_JDG  
M01\_HON\_Dorm\_Crapper\_JDG  
M01\_HON\_Dojo\_Trainer\_JDG  
M01\_HON\_Dojo\_Civ\_01\_JDG  
M01\_PaintballRoom\_ChatterController\_JDG  
M01\_Interrogation\_Room\_Surprise\_Guy\_JDG  
M01\_BuggyNew\_Controller\_JDG  
M01\_BuggyScript\_New\_JDG  
M01\_Comm\_Stationary\_Tech\_JDG  
M01\_Comm\_Upstairs\_Guard\_JDG  
M01\_Comm\_Repair\_Engineer\_JDG  
M01\_Comm\_ComputerRoom\_Tech\_JDG  
M01\_Comm\_Center\_Player\_Terminal\_Zone  
M01\_GateSwitch\_Tutorial\_Zone\_JDG  
M01\_Comm\_Center\_Pen\_Gate  
M01\_DetentionPen\_CivDeathMonitor  
M01\_PrisonPen\_Civilian\_JDG  
M01\_Propaganda\_Sounds\_Controller\_JDG  
M01\_DetentionPen\_GDIDeathMonitor  
M01\_PrisonPen\_POW\_JDG  
M01\_TurretBeach\_GDI\_Guy\_01\_JDG  
M01\_Nod\_Commander\_Conversation\_Controller\_GDI  
M01\_GDI\_Base\_EvacMonitor\_JDG  
M01\_Objective\_Pog\_Controller\_JDG  
M01\_DataDisc\_TextController\_JDG  
M01\_GDI\_Base\_Artillery\_Controller\_JDG  
M01\_Base\_GDI\_Minigunner\_JDG

// Below are scripts that are not used, but they are present

M01\_GDI\_GuardTower\_02\_Enter\_Zone\_JDG  
M01\_ConYard\_Dropoff\_Dude\_JDG  
M01\_GDI\_BaseCommander\_Backside\_EntryZone\_JDG  
M01\_GDI\_Base\_BackPath\_NodGuy\_JDG

M01\_GDI\_Base\_LightTank\_PastTunnelZone\_JDG  
M01\_BarnArea\_NOD\_Commander\_Trigger\_Zone\_JDG  
M01\_GDI\_Base\_FirstChinookFlamethrowerGuy\_JDG  
M01\_GDI\_Base\_FirstChinook\_Script\_JDG  
M01\_Nod\_GuardTower\_Tailgun\_JDG  
M01\_DetentionGDI\_Air\_Evac\_Chopper\_JDG  
M01\_DetentionGDI\_Air\_Evac\_Waypath\_JDG  
M01\_DetentionPen\_Evac\_Controller02\_JDG  
M01\_DetentionCiv\_Air\_Evac\_Chopper\_JDG  
M01\_DetentionCiv\_Air\_Evac\_Waypath\_JDG  
M01\_DetentionPen\_Evac\_Controller01\_JDG  
M01\_Barn\_Point\_Guard\_02\_JDG  
M01\_Nod\_GuardTower\_02\_Enter\_Zone\_JDG  
M01\_TailgunRun\_Spawner\_Guy\_JDG  
M01\_GDI\_Base\_Spawner\_Guy\_JDG  
M01\_GDI\_Toolshed\_PatrolGuy\_JDG  
M01\_Comm\_MCT\_Placeholder\_JDG  
M01\_HON\_MCT\_Placeholder\_JDG  
M01\_Comm\_Kane\_n\_Havoc\_Conv\_Start\_Zone\_JDG  
M01\_Tailgun\_02\_SpawnApache\_Zone\_JDG  
M01\_TailGunner\_03\_JDG  
M01\_TailGunner\_02\_JDG  
M01\_TailGunner\_01\_JDG  
M01\_Interrogation\_Room\_L03\_Keycard\_JDG  
M01\_Flamethrower\_Point\_Guard\_JDG  
M01\_Announce\_Barn\_Objective\_Zone  
M01\_COMM\_Commander\_Guy

A couple of notes on this release:

- The guy at Westwood with the initials JDG did not know the principles of re-using code. This mission contains a buttload of code that is duplicate.
- I think it is possible to make a script that will enable you to evac X amount of soldiers via chinook. See the scripts with evac in them. It contains some interesting code
- Apparently the coders of this mission left a substantial amount of unused code in the binary. For example: it seems that the 'tailgun alley' used to have soldiers that would actually enter the gun emplacements. Also the prisoners at the end of the level used to be evacuated via a chinook.

See GitHub for the source code.

---

Subject: Re: Singleplayer scripts

Posted by [jonwil](#) on Fri, 06 Oct 2017 11:08:31 GMT

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I suspect based on credits.txt (but can't be sure) that JDG is Joseph Gernert (listed under designers)

---

Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Fri, 06 Oct 2017 15:44:38 GMT  
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jonwil wrote on Fri, 06 October 2017 04:08I suspect based on credits.txt (but can't be sure) that JDG is Joseph Gernert (listed under designers)

I see. Well he also didnt know how to use script parameters. I believe only one script in the entirety of M01 code has script parameters. Its a real pain to decompile something and find out that youre practically reversing the same code.

Edit: Well if he is a designer that could explain a few things.

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Subject: Re: Singleplayer scripts  
Posted by [Gen\\_Blacky](#) on Fri, 13 Oct 2017 17:26:20 GMT  
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Well I'm impressed on how much you have done in a short amount of time. Good Job.

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Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Fri, 13 Oct 2017 19:20:15 GMT  
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Gen\_Blacky wrote on Fri, 13 October 2017 10:26Well I'm impressed on how much you have done in a short amount of time. Good Job.

Why thank you, much apreciated. I'm curently working on m03 and I have everything up to and including the big gun.

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Subject: Re: Singleplayer scripts  
Posted by [Neijwiert](#) on Tue, 24 Oct 2017 20:35:18 GMT  
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M03 Has been completely reverse engineered with code flow.

The release contains the following scripts (May contain scripts that were missed in previous releases):

Toggle Spoiler  
Uncompleted  
No uncompleted scripts

Completed

M03\_Cine\_Explosion  
M03\_Damage\_Modifier\_All  
M03\_Killed\_Sound  
RMV\_Trigger\_Killed  
M03\_AggAndCover  
RMV\_Home\_Point  
M03\_Beach\_Radio  
M10\_Pokeable\_Item\_OnePoke  
M03\_Past\_Pillbox  
M03\_Reinforcement\_Chinook  
M03\_No\_More\_Parachute  
M03\_Beach\_Turret  
M03\_Destroyed\_Turret  
M03\_Wheres\_The\_Star  
RMV\_Trigger\_Zone  
M09\_Innate\_Activate  
M00\_Reveal\_Enc\_Character\_DAY  
M03\_DataDiscMessage  
RMV\_Trigger\_Zone\_2  
RMV\_Hostage\_Rescue\_Point  
M03\_Zone\_Enabled\_Spawner  
M03\_Killed\_Disabled\_Spawner  
M10\_Stationary  
M03\_Structure\_Powerup\_Drop  
M03\_Destroyed\_Chinook  
M08\_Nod\_Turret  
M03\_Engineer\_Repair  
M03\_Tiberium\_Cave\_Stay\_Put  
M03\_Ambient\_Birdcall\_Controller\_JDG  
M03\_Radar\_UnScramble  
M10\_Elevator\_All\_Zone  
M03\_Power\_Plant  
M03\_Base\_Patrol  
M03\_Protect\_The\_MCT  
RMV\_Camera\_Behavior  
M03\_Technician\_Work  
M03\_Mct\_Poke  
RMV\_M03\_Comm\_Center\_Terminal  
Sakura\_Killed  
M03\_Sakura\_Explosion  
M03\_Officer\_With\_Key\_Card2  
M06\_Activate\_Secret\_Door  
M03\_Holograph\_EntryZone\_JDG  
M03\_KaneHead\_JDG  
RMV\_Volcano\_And\_Lava\_Ball\_Creator  
RMV\_Engine\_Sound  
M03\_Refinery  
M03\_Officer\_With\_Key\_Card

M03\_Key\_Card  
M00\_InnatelsStationary  
M09\_Attack\_Blocked\_False  
M03\_Mission\_Complete\_Zone  
RMV\_Trigger\_Poked  
M00\_Trigger\_When\_Destroyed\_RMV  
M03\_Beach\_Scenario\_Controller  
M00\_Object\_Create\_RMV  
M03\_Intro\_Substitute  
M00\_Put\_Script\_On\_Commando  
M00\_Damaged\_Warning  
M03\_Initial\_Powerups  
M03\_Commando\_Script  
M03\_Objective\_Controller  
M03\_Objective\_Tracker  
M03\_Chinook\_Reinforcements  
M03\_Gunboat\_Controller\_RMV  
DLS\_Volcano\_Stumble  
M03\_Beach\_Reinforce  
M03\_Chinook\_ParaDrop  
M03\_Paratrooper\_Run  
M03\_Conversation\_Zone  
M03\_Staged\_Conversation\_1  
M09\_Innate\_Disable  
M00\_Trigger\_When\_Killed\_RMV  
M03\_Alternate\_Sam\_Site  
M03\_Chinook\_Fodder\_Creator  
M03\_Inlet\_Nod\_Reinforcements  
M00\_Object\_Destroy\_Self\_RMV  
M03\_Engineer\_Target  
RMV\_Test\_Big\_Gun\_Turning  
M03\_Radar\_Scramble  
M10\_Elevator\_All\_Controller  
M03\_ConYardSeen  
M03\_PowerPlant\_Warning  
M03\_Announce\_PowerPlant\_Controller\_JDG  
M03\_Area\_Troop\_Counter  
M03\_Reinforce\_Area  
M03\_CommCenter\_Arrow  
M03\_CommCenter\_Warning  
M03\_Comm\_Killed  
M03\_Announce\_CommCenter\_Controller\_JDG  
M03\_Flyover\_Controller  
M03\_Base\_Harvester  
RMV\_Engineer\_Wander  
M03\_Announce\_Refinery\_Controller\_JDG  
DLS\_Volcano\_Active

```
// Below are scripts that are not used, but they are present
M03_Goto_Star
M03_Staged_Conversation_Soldier
M03_Big_Gun_Explosion
M03_Tailgun_Fodder
M03_Tailgun_Fodder_Zone
M03_Tailgun
M03_Chinook_Spawned_Soldier_GDI
M03_Beach_Soldier_GDI
M03_Inlet_Soldier_GDI
M03_Chinook_Drop_Soldiers_GDI
M03_Move_Commando_To_Start
M03_CommCenter_SateliteDish_Controller_JDG
M03_Outro_Cinematic
M03_A05_Evac_Zone
```

Notes for this release:

The devs used local variable address sharing through `Send_Custom_Event`. This is very unsafe and should not be used in any new scripts. (See `M03_Area_Troop_Counter.cpp` and `M03_Reinforce_Area.cpp`)

See GitHub for the source code.

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Subject: Re: Singleplayer scripts  
Posted by [Jerad2142](#) on Thu, 26 Oct 2017 00:12:58 GMT  
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Neijwiert wrote on Tue, 24 October 2017 14:35  
The devs used local variable address sharing through `Send_Custom_Event`.  
That sounds like the best type of awful!

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