
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_CNCC
If anyone has used a script in a multiplayer map thats 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, vechicles or whatever else AI for bot maps should go on this list also.
