
Subject: I need some help from good modders

Posted by [Anonymous](#) on Wed, 20 Nov 2002 16:53:00 GMT

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Here is a list of all the scripts referenced by the standard MP maps plus the standard objects.ddb file

M00_Advanced_Guard_Tower
M00_ArmorMedal_TextMessage
JDGM00_BUILDING_EXPLODE_NO_DAMAGE_DAKM00_Base_Defense
M00_BuildingStateSoundSpeaker
M00_C130_Explosion
M00_CNC_Crate
M00_Change_L3Mutant_RadarMarker
JDGM00_Death_Powerup
M00_Disable_Physical_Collision
JDGM00_Disable_Transition
M00_GrantPowerup_Created
M00_HealthMedal_TextMessage
JDGM00_Ion_Cannon_Sound
M00_LandMine_DL
SM00_Nod_Obelisk_CN
CM00_NukeStrike_Anim
M00_PCT_Pokable_DAKM00_Permanent_No_Falling_Damage
IMLM00_Play_Sound
M00_Play_Sound_Object_Bone
DAYM00_Powerup_Destroy
M00_Send_Object_IDM00_Soldier_Powerup_Disable
M00_Soldier_Powerup_Grant
M00_Vehicle_Regen_DAKM00_VisceroidInnate
DAYM01_Outro
M03_Big_Gun_Explosion
M03_Chinook_Drop_Soldiers_GDIM03_Damage_Modifier_All
M03_Goto_Star
M04_Keycard_01_Script_JDGM04_Keycard_02_Script_JDGM04_Keycard_03_Script_JDGM04_Ships_Captain
JDGM08_Alarm_Switch
M09_PSuitAnim
M11_VoltRifleGuy_Script_JDGM
MPR_A02_Apache_Dogfight
MPR_A02_Orca_Dogfight
RMVMPR_A05_A10_Air_Strike
RMVRMV_Engine_Sound
Sakura_KilledScript
CommandoFailureTest_Cinematic

What I need to know is, which of these scripts are actually required for MP or for one of the standard MP maps. Also, I need to know of scripts not on this list that people have used in their MP maps. Include the scripts for doing bots, I might re-implement those as well.
