
Subject: Re: a tad new to scripting and I need some help/Pointers

Posted by [snipefrag](#) on Wed, 23 Apr 2003 16:03:49 GMT

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tarsonis9Where can I find the code-names for all of the characters in the game (patch, Havoc, etc.)?

CnC_GDI_MiniGunner_3Boss_ALT2
CnC_GDI_MiniGunner_3Boss_ALT3
CnC_GDI_MiniGunner_3Boss_ALT4
CnC_Ignatio_Mobius_ALT2
CnC_Sydney_PowerSuit_ALT2
CnC_Nod_FlameThrower_3Boss_ALT2
CnC_Nod_MiniGunner_3Boss_ALT2
CnC_Nod_RocketSoldier_3Boss_ALT2
CnC_GDI_Grenadier_0_Secret
CnC_Visceroid
CnC_Nod_Flamethrower_0_Secret
CnC_Nod_RocketSoldier_3Boss_Secret
CnC_Nod_RocketSoldier_3Boss_Secret2
CnC_POW_MineTimed_Player_01
CnC_Nod_RocketSoldier_0_Secret
CnC_GDI_RocketSoldier_2SF_Secret
CnC_Chicken
CnC_GDI_MiniGunner_2SF_Logan
CnC_Sydney_PowerSuit_Petrova
CnC_Nod_FlameThrower_3Boss_Petrova
CnC_GDI_Engineer_0
CnC_POW_MineRemote_02
CnC_POW_MineTimed_Player_01
CnC_GDI_Engineer_2SF
CnC_MineProximity_05
CnC_POW_MineTimed_Player_02
CnC_GDI_Grenadier_0
CnC_Sydney
CnC_Ignatio_Mobius
CnC_GDI_MiniGunner_0
CnC_GDI_MiniGunner_1Off
CnC_GDI_MiniGunner_2SF
CnC_GDI_MiniGunner_3Boss
CnC_GDI_RocketSoldier_0
CnC_GDI_RocketSoldier_1Off
CnC_GDI_RocketSoldier_2SF
CnC_Sydney_PowerSuit
CnC_GDI_Mutant_0_Mutant
CnC_Nod_Mutant_0_Mutant
CnC_GDI_Mutant_1Off_Acolyte

CnC_Nod_Mutant_1Off_Acolyte
CnC_GDI_Mutant_2SF_Templar
CnC_Nod_Mutant_2SF_Templar
CnC_Nod_Minigunner_0
CnC_Nod_Minigunner_1Off
CnC_Nod_Minigunner_2SF
CnC_Nod_Minigunner_3Boss
CnC_Nod_RocketSoldier_0
CnC_Nod_RocketSoldier_1
CnC_Nod_RocketSoldier_2SF
CnC_Nod_RocketSoldier_3Boss
CnC_Nod_FlameThrower_0
CnC_Nod_FlameThrower_1Off
CnC_Nod_FlameThrower_2SF
CnC_Nod_FlameThrower_3Boss
CnC_Nod_Engineer_0
CnC_Nod_Technician_0
CnC_MineProximity_05
CnC_GDI_Grenadier_2SF
CnC_Ignatio_Mobius_Skirmish
CnC_Sydney_Skirmish
CnC_GDI_RocketSoldier_2SF_Skirmish
CnC_GDI_MiniGunner_3Boss_Skirmish
CnC_GDI_MiniGunner_0_Skirmish
CnC_Nod_MiniGunner_3Boss_Skirmish
CnC_Nod_FlameThrower_3Boss_Skirmish
CnC_Nod_RocketSoldier_3Boss_Skirmish
CnC_Nod_MiniGunner_0_Skirmish
CnC_Nod_MiniGunner_2SF_Skirmish
CnC_Death_Powerup
CnC_Crate_Powerup
CnC_POW_Ammo_Clip01
CnC_POW_Ammo_Clip02
CnC_POW_Ammo_Clip04
CnC_Money_Crate
M00_CNC_Crate
CnC_POW_AutoRifle_Player_GDI
CnC_POW_AutoRifle_Player_Nod
CnC_POW_RocketLauncher_Player
CnC_POW_VoltAutoRifle_Player_Nod
CnC_POW_MineRemote_01
CnC_POW_MineRemote_02
CnC_POW_MineTimed_Player_01
CnC_POW_MineTimed_Player_02
CnC_POW_RepairGun_Player
CnC_MineProximity_05
CnC_POW_Ammo_ClipMax
CnC_POW_Armor_Max

CnC_POW_Health_Max
CnC_POW_IonCannonBeacon_Player
CnC_POW_Nuclear_Missile_Beacon
CnC_Ammo_Crate
CnC_Nod_Cargo_Drop
CnC_Nod_Truck_Player_Secret
CnC_GDI_Orca
CnC_Nod_Apache
CnC_Civilian_Pickup01_Secret
CnC_Civilian_Sedan01_Secret
CnC_Nod_Transport
CnC_GDI_Transport
CnC_GDI_Gun_Emplacement
CnC_GDI_Humm-vee
CnC_Nod_Buggy
CnC_Rocket_Emplacement
CnC_Cannon_Emplacement
CnC_NOD_Gun_Emplacement
CnC_Nod_Ceiling_Gun
CnC_GDI_Ceiling_Gun
CnC_GDI_Harvester
CnC_Nod_Harvester
CnC_GDI_APC
CnC_GDI_Mammoth_Tank
CnC_GDI_Medium_Tank
CnC_GDI_MRLS
CnC_Nod_APC
CnC_Nod_Flame_Tank
CnC_Nod_Light_Tank
CnC_Nod_Mobile_Artillery
CnC_Nod_Recon_Bike
CnC_Nod_Stealth_Tank
CnC_Beacon_IonCannon
CnC_Beacon_NukeStrike
CnC_Weapon_Flamethrower_Player
CnC_Weapon_ChemSprayer_Player
CnC_Weapon_Orca_Rocket
CnC_Weapon_Apache_MachineGun
CnC_Weapon_Orca_HeavyMachineGun
CnC_Weapon_Apache_Rocket
CnC_Weapon_APC_M60MG
CnC_Weapon_APC_M60MG_RedTracer
Weapon_CnC_Ceiling_Gun_GDI
CnC_Weapon_MineTimed_Player
CnC_Weapon_MineTimed_Player_2Max
CnC_Weapon_MineRemote_Player
CnC_Weapon_MineRemote_Player_2Max
CnC_Weapon_AutoRifle_Player

CnC_Weapon_AutoRifle_Player_Nod
CnC_Weapon_RocketLauncher_Player
CnC_Weapon_RepairGun_Player_Special
Weapon_CnC_Ceiling_Gun_Nod
CnC_Weapon_RamjetRifle_Player
CnC_Weapon_SniperRifle_Player
CnC_Weapon_SniperRifle_Player_Nod
CnC_Weapon_IonCannonBeacon_Player
CnC_Weapon_NukeBeacon_Player
CnC_Ammo_Flamethrower_Player
CnC_Ammo_ChemSprayer_Player
CnC_Ammo_Orca_Rocket
CnC_Ammo_Apache_Rocket
CnC_Ammo_Apache_HeavyMachineGun
CnC_Ammo_APC_M60MG
CnC_Ammo_APC_M60MG_RedTracer
CnC_Ammo_Orca_HeavyMachineGun
Ammo_CnC_Ceiling_Gun_GDI
CnC_Ammo_RocketLauncher_Player
CnC_Ammo_RepairGun_Player_Special
Ammo_CnC_Ceiling_Gun_Nod
CnC_Ammo_RamjetRifle_Player
CnC_Ammo_SniperRifle_Player
CnC_Ammo_SniperRifle_Player_Nod
CnC_Ammo_IonCannonBeacon_Player
CnC_Ammo_NukeBeacon_Player
CnC_Explosion_Shell_Rocket
M00_Nod_Obelisk_CNC

Weapon_Shotgun_Player
Weapon_SniperRifle_Player
Weapon_RocketLauncher_Player
Ammo_Shotgun_Player
Ammo_SniperRifle_Player
Ammo_Chaingun_Player
Weapon_Flamethrower_Player
Ammo_Flamethrower_Player
Weapon_Pistol_Player
Ammo_Pistol_Player
Ammo_GrenadeLauncher_Player
Weapon_Chaingun_Player
Weapon_GrenadeLauncher_Player
Ammo_MineTimed_Player
Weapon_MineRemote_Player
Weapon_MineTimed_Player
Ammo_RocketLauncher_Player
Ammo_MineRemote_Player

Ammo_MineProximity_Player
Weapon_MineProximity_Player
Ammo_ChemSprayer_Player
Weapon_ChemSprayer_Player
POW_Pistol_Player
POW_Shotgun_Player
POW_SniperRifle_Player
POW_RocketLauncher_Player
POW_MineRemote_Player
POW_GrenadeLauncher_Player
POW_Chaingun_Player
POW_ChemSprayer_Player
POW_Flamethrower_Player
POW_RepairGun_Player
POW_IonCannonBeacon_Player
POW_LaserChaingun_Player
POW_VoltAutoRifle_Player
POW_RamjetRifle_Player
POW_LaserRifle_Player
POW_MineTimed_Player
POW_MineProximity_Player
POW_AutoRifle_Player
POW_PersonalIonCannon_Player
POW_TiberiumAutoRifle_Player
POW_TiberiumFlechetteGun_Player
POW_Railgun_Player
POW_AutoRifle_Player_Nod
POW_Chaingun_Player_Nod
POW_SniperRifle_Player_Nod
GDI_APC_Player
GDI_Humm-vee_Player
GDI_Mammoth_Tank_Player
GDI_Medium_Tank_Player
GDI_MRLS_Player
Nod_APC_Player
Nod_Buggy_Player
Nod_Flame_Tank_Player
Nod_Light_Tank_Player
Nod_Mobile_Artillery_Player
Nod_Recon_Bike_Player
Nod_SSM_Launcher_Player
Nod_Stealth_Tank_Player
Nod_Gun_Emplacement_Player
Nod_Cannon_Emplacement_Player
Nod_Rocket_Emplacement_Player
Weapon_IonCannonBeacon_Player
Weapon_LaserRifle_Player
Weapon_AutoRifle_Player

Weapon_LaserChaingun_Player
Weapon_PersonallonCannon_Player
Weapon_RamjetRifle_Player
Weapon_TiberiumAutoRifle_Player
Weapon_TiberiumFlechetteGun_Player
Weapon_VoltAutoRifle_Player
Weapon_RepairGun_Player
Weapon_StealthTank_Player
Weapon_ReconBike_Player
Weapon_MediumTank_Cannon_Player
Weapon_MammothTank_Rocket_Player
Weapon_MammothTank_Cannon_Player
Weapon_LightTank_Cannon_Player
Weapon_Humm-Vee_M60MG_Player
Weapon_FlameTank_Player
Weapon_Emplacement_Rocket_Player
Weapon_Emplacement_Gun_Player
Weapon_Emplacement_Cannon_Player
Weapon_Buggy_M60MG_Player
Weapon_APC_M60MG_Player
Weapon_Railgun_Player
Weapon_NukeBeacon_Player
Weapon_SSM_Player
Weapon_MRLS_Player
Weapon_MobileArtillery_Cannon_Player
Weapon_Chaingun_Player_Nod
Weapon_AutoRifle_Player_Nod
Weapon_SniperRifle_Player_Nod
Weapon_Nod_APC_Player
Weapon_VoltAutoRifle_Player_Nod
Ammo_IonCannonBeacon_Player
Ammo_LaserRifle_Player
Ammo_AutoRifle_Player
Ammo_LaserChaingun_Player
Ammo_PersonallonCannon_Player
Ammo_RamjetRifle_Player
Ammo_TiberiumAutoRifle_Player
Ammo_TiberiumFlechetteGun_Player
Ammo_VoltAutoRifle_Player
Ammo_RepairGun_Player
Ammo_RepairGun_Player_Alternate
Ammo_StealthTank_Player
Ammo_ReconBike_Rocket_Player
Ammo_MediumTank_Cannon_Player
Ammo_MammothTank_Rocket_Player
Ammo_MammothTank_Cannon_Player
Ammo_LightTank_Cannon_Player
Ammo_Humm-Vee_M60MG_Player

Ammo_FlameTank_Player
Ammo_Emplacement_Rocket_Player
Ammo_Emplacement_Gun_Player
Ammo_Emplacement_Cannon_Player
Ammo_Buggy_M6C
Ammo_APC_M60MG_Player
Ammo_Railgun_Player
Ammo_MobileArtillery_Player
Ammo_NukeBeacon_Player
Ammo_SSM_Player
Ammo_MRLS_Player
Ammo_AutoRifle_Player_Nod
Ammo_SniperRifle_Player_Nod
Ammo_Chaingun_Player_Nod
Ammo_Nod_APC_Player
Ammo_VoltAutoRifle_Player_Nod

CnC_GDI_Grenadier_0_Secret
CnC_Nod_Flamethrower_0_Secret
CnC_Nod_RocketSoldier_3Boss_Secret
CnC_Nod_RocketSoldier_3Boss_Secret2
CnC_Nod_RocketSoldier_0_Secret
CnC_GDI_RocketSoldier_2SF_Secret
CnC_Nod_Truck_Player_Secret
CnC_Civilian_Pickup01_Secret
CnC_Civilian_Sedan01_Secre

There most of the "code-Names" for drop scripts
