
Subject: Complete guide to stuff referenced by hardcoded items in game.exe

Posted by [jonwil](#) on Wed, 23 Dec 2009 10:53:44 GMT

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The game contains the following hardcoded references:

Audio referenced by file name:

menu.mp3 (main menu music)

laser_rifle_fire_01.wav, sakura battle theme.mp3, m00s1_s1s1gbmg_snd.wav, 00-n000e.wav
used on the audio config dialog

interface_mainmove.wav (used for the interface)

interface_movezoom.wav (used for the interface)

Audio referenced by preset:

Take_Damage_Sound (damage sound)

SFX.Ambient_Explosion_01 (used for war blitz)

Thunder01, Thunder02, Thunder03, Thunder04, Thunder05, Thunder06 (thunder sounds)

Rainfall01 (rain sound)

Money_Trickle (refinery money trickle sound)

Rav_Long_Yell_Twiddler, Fight Impact Sound Twiddler, SFX.Fire_Small_01, Fight Whoosh
Sound Twiddler, Rav_Hurt_Twiddler, Rav_Exert_01, Rav_Body_Slam_Yell, Rav_Death_Fall,
Rav_Land_On_Metal, Rav_Stealth_Broken, Rav_Throat_Grab_Twiddler, Rav_Elec_Twiddler
(referenced by the 3 boss objects)

Private_Message, Public_Message, Team_Message, System_Message (used for chat and other
things)

Broken_Connection, Evicted_By_Server (used by netcode)

Game_Start (game start)

Game_Over (game over)

Changed_Team (changed team)

Committed_Suicide (suicide)

My_Kill (kill)

Purchase_Granted (purchase granted)

Hardcoded references to fonts:

FONT6x8.TGA

FONT8x8.TGA

FONT12x16.TGA

W3D files/animations/3D used by various dialogs:

HUD_GDIWINBAN

HUD_NODWINBAN

IF_RENLOGO

IF_TITLETRANS

IF_EVAGIZMO

IF_EVAGIZMO.IF_EVAGIZMO

IF_BACK01

IF_BACK01.IF_BACK01

IF_LVL80LOAD

IF_LVL80LOAD.IF_LVL80LOAD

IF_HELPLOAD
IF_HELPLOAD.IF_HELPLOAD

Textures used by various dialogs:

if_missioncomp.tga
IF_LrgStar.tga
IF_private.tga
IF_sargent.tga
IF_leutenant.tga
IF_major.tga
IF_general.tga
IF_cheatgod.tga
GAMESPYLOGO.TGA
HUD_C&C_GDILOGO.TGA
HUD_C&C_NODLOGO.TGA
HUD_C&C_G_GUARDTOW.TGA
HUD_C&C_G_REFINERY.TGA
HUD_C&C_G_POWER.TGA
HUD_C&C_G_BARRACKS.TGA
HUD_C&C_G_WARFACT.TGA
HUD_C&C_OBLISK.TGA
HUD_C&C_N_REFINERY.TGA
HUD_C&C_N_POWER.TGA
HUD_C&C_N_HANDOF.TGA
HUD_C&C_N_AIRSTRIP.TGA
if_GameTime.tga
if_Weapons.tga
if_PowerUps.tga
if_casualties.tga
if_Ammo.tga
if_Percentage.tga
if_NodKills.tga
if_VehicleTime.tga
if_VehiclesKill.tga
if_RunOvers.tga
if_KillVehicles.tga
if_buildingsKill.tga
if_NodHits128.tga
ESRB_RATING.TGA
mul_nopts.tga
mul_spec.tga
mul_pswrd.tga
mul_pts.tga
mul_btln.tga
mul_ccop4.tga
mul_statg.tga
mul_staty.tga
mul_statr.tga

Mouse cursors:

cursor_arrow.tga
cursor_text.tga
cursor_action.tga
cursor_busy.tga
cursor_pan_up.tga
cursor_rotate.tga

Textures used by various UI elements:

HUD_C&C_HEALTHBAR.TGA
if_circle02.tga
hud_cnc_Button.tga
IF_MENUPARTS9.TGA
map_edges.tga
mapicons.tga
if_bar.tga
if_treeplus.tga
if_treefld.tga
if_treefld_open.tga

Textures used by various bits of the HUD:

HUD_MAIN.TGA
HD_reticle.tga
HD_reticle_hit.tga
HUD_CHATPBOX.TGA
HUD_obje_arrow.TGA
HUD_STAR.TGA
hud_sniper.tga
hud_6x4_Messages.tga

Assets used by 3d and physics code:

ShatterPlanes0.w3d
shadowblob.tga
grid_effect.tga
AddProjectorGradient.tga
MultProjectorGradient.tga

Assets used by the game code

stealth_effect.tga
S_x_HUMAN (where x is A/B/etc)
S_x_TALL (where x is A/B/etc)
S_x_WIDE (where x is A/B/etc)
H_x_xxx (where x is A/B/etc and xxx is various things, i.e. the human animations)
bluetibeffect.tga
REN_shock.tga
REN_repair.tga
REN_spawn.tga

REN_death.tga
F_SKELETON
F_Hx_ (x is A/B/etc)
F_Gx_ (x is A/B/etc)
CAMBONE
AG_MENDOZA_DIE
AG_MENDOZA_DIE.AG_MENDOZA_DIE
S_x_MOUTH (x is A/B/etc)
S_x_EXPRESSION (x is A/B/etc)

Textures used by the weather and sky:

Star.tga
FullMoon.tga
PartMoon.tga
CloudLayer.tga
LightningBolt.tga
LightningSource.tga
Sun.tga
SunHalo.tga
MoonHalo.tga
WeatherParticles.tga
