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Subject: Westwood Scripts [M13]  
Posted by [Troll King](#) on Thu, 05 Jul 2012 20:30:27 GMT  
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Hello people, it's me again.

(If you wish to see the link right now, because you can't wait to see the scripts. Go down to the bottom of the message.)

DISCLAIMER: I do not claim this is an EXACT copy of the scripts. I've tried to get them as close as I possibly could. I'm still a newb at doing this. Also, I couldn't identify some Script Events (like Created/Custom etc.) and some local class variables. I left their names as Unknown\*\*. I left some comments in the scripts, also at the Unknown events for hints to discover what event it could be.

Commands->Find\_Object is often used and I rarely check what object it is looking for so I just named those GameObject \*SearchObj\*\*.

DO NOT TRUST THE ActionParamsStructs COMPLETELY BECOUSE IT IS VERY HARD FOR ME AT THIS TIME TO KNOW EXACTLY HOW IT WAS USED, IT'S ONLY A CLOSE REFLECTION HOW IT MUST HAVE LOOKED LIKE.

It is true that all the names of variables are made up by me. All their names are lost FOREVER and are most likely NOT the same as the original. Although all strings are EXACTLY the same as the original.

This release contains the following scripts:

MX0\_A02\_ZONE\_DEFAULT\_ON  
MX0\_A02\_DEFAULT\_OFF  
MX0\_A02\_HELICOPTER  
MX0\_A02\_ZONE\_STARTUP  
MX0\_A02\_GDI\_APC  
MX0\_A02\_GDI\_MEDTANK  
MX0\_A02\_GDI\_VEHICLE  
MX0\_A02\_ACTOR  
MX0\_A02\_Controller  
MX0\_A03\_END\_ZONE  
MX0\_A03\_NOD\_TURRET  
MX0\_A03\_TROOPER\_ONE\_TEST  
MX0\_A03\_FIRST\_PLAYER\_ZONE  
MX0\_A03\_HAVOC\_TANK  
MX0\_A03\_GDI\_TROOPER\_ONE  
MX0\_A03\_NOD\_HARVESTER  
MX0\_A03\_NOD\_TROOPER\_TIB\_DEATH  
MX0\_A03\_NOD\_BUGGIE  
MX0\_A03\_TANK  
MX0\_A03\_HUMVEE  
MX0\_A03\_CONTROLLER\_DAK  
MX0\_A03\_GDI\_TANK\_DROP\_ZONE\_DAK  
MX0\_A03\_GDI\_TROOP\_DROP\_ZONE\_DAK

MX0\_A03\_GDI\_INFANTRY  
MX0\_NOD\_INFANTRY  
MX0\_GDI\_ORCA  
MX0\_A03\_NOD\_PLACED\_MINIGUNNER  
DAK\_MX0\_Sec\_3\_Humvee  
MX0\_KillNotify  
MX0\_SniperAction  
MX0\_AmbientBattle  
MX0\_NOD\_TroopDrop  
MX0\_Kill\_Sniper  
MX0\_Engineer\_Goto2  
MX0\_Engineer\_Goto  
MX0\_Engineer\_Return  
MX0\_Engineer2  
MX0\_Engineer1  
MX0\_MissionStart\_DME  
MX0\_Explosive\_Barrels\_DLS  
MX0\_Plant\_Ion\_Beacon\_DLS  
MX0\_Nod\_Bunker\_DLS  
MX0\_SAM\_DLS  
MX0\_Nod\_RocketSoldier\_DLS  
MX0\_Gun\_Emplacement\_DLS  
MX0\_GDI\_Soldier\_DLS  
MX0\_GDI\_Killed\_DLS  
MX0\_Obelisk\_Weapon\_DLS  
MX0\_Vehicle\_DLS  
MX0\_Area4\_Zone\_DLS  
MX0\_Area4\_Controller\_DLS

I'm quite certain that these are ALL the MX0 (aka M13) scripts.

I only ask these things from you:

Please do not claim that this release was yours (feel free to decompile them yourself, but do not use my link as yours).

Please do give me feedback about this, these scripts have cost me a lot of time

Happy Modding!

Q: So why the MX0 scripts you ask?

A: Because I'm making that mission compatible with multiplayer in my server.  
And also because it's the first mission.

Q: Do all the numbers in there resemble the original numbers?

A: Most likely yes, but I cannot guarantee that.  
Most negative floats are incorrect. Some aren't (I put comments there)

Q: Why are some negative floats correct and most incorrect?

A: Becouse it costs me alot of time to find out the real number.  
If you really DO need to have the float contact me.

Q: What help text number is this from the Commands->Set\_HUD\_Help\_Text?

A: I have not a clue, nor do I know what all other numbers resemble for example from Create\_Logical\_Sound.

Q: What does Debug\_Message?

A: Dunno.

Special thanks to JonWil, for helping me out by indicating what program I should use etc.

HERE COMES THE ALMIGHTY LINK TO THEM!! @ @#%%^&

<http://pastebin.com/tijWAba9>

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### File Attachments

1) [Neijwiert\\_MX0\\_Scripts.h](#), downloaded 349 times

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Subject: Re: Westwood Scripts [M13]

Posted by [zunnie](#) on Thu, 05 Jul 2012 20:33:52 GMT

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Nice stuff, well done

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Subject: Re: Westwood Scripts [M13]

Posted by [iRANian](#) on Fri, 06 Jul 2012 10:57:21 GMT

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You should attach the scripts as a .txt or .cpp file, pastebin deletes entries in month or so. Great job btw.

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Subject: Re: Westwood Scripts [M13]

Posted by [Troll King](#) on Fri, 06 Jul 2012 12:26:02 GMT

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Though I did define expire date: never. Anyway I need to find a solid place where I can put that stuff. Anybody?

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Subject: Re: Westwood Scripts [M13]

Posted by [Xpert](#) on Fri, 06 Jul 2012 12:29:45 GMT

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Uploading the files here? lol

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Subject: Re: Westwood Scripts [M13]

Posted by [Troll King](#) on Fri, 06 Jul 2012 12:32:32 GMT

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Oops.. Didn't know you could hehe... But also it will most likely NOT compile because I used like words unknown in certain Vector3 s and unknown is not defined. So yeah im just gonna give seperate file but you cannot just simply add it to your solution. Extra note if you do manage to get some scripts compiled (of course that is possible) do not use the same name where it is registered (ie ScriptRegistrant).

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Subject: Re: Westwood Scripts [M13]

Posted by [Troll King](#) on Fri, 06 Jul 2012 12:39:07 GMT

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FILE ADDED

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Subject: Re: Westwood Scripts [M13]

Posted by [Gen\\_Blacky](#) on Fri, 06 Jul 2012 15:48:57 GMT

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Great job.

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