
Subject: Re: please help me
Posted by [Zion](#) on Sat, 03 Jun 2006 17:38:35 GMT
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here, a whole list:

mp_GDI_Barracks="GDI Barracks"
mp_GDI_War_Factory="GDI Weapons Factory"
mp_GDI_Repair_Bay="GDI Repair Facility"
mp_GDI_Refinery="GDI Tiberium Refinery"
mp_GDI_Power_Plant="GDI Power Plant"
mp_GDI_Com_Center="GDI Communications Center"
mp_Nod_Airstrip="Nod Airstrip"
mp_Nod_Repair_Bay="Nod Repair Facility"
mp_Nod_Refinery="Nod Tiberium Refinery"
mp_Nod_Power_Plant="Nod Power Plant"
mp_Nod_Com_Center="Nod Communications Center"
mp_Hand_of_Nod="Hand of Nod"
mp_GDI_Advanced_Guard_Tower="GDI Advanced Guard Tower"
mp_GDI_Helipad="GDI Helipad"
mp_Mutant_Lab="Mutant Lab"
mp_Nod_Obelisk="Nod Obelisk"
mp_Nod_Helipad="Nod Helipad"
Nod_Obelisk="Nod Obelisk"
GDI_Ceiling_Gun_AGT="GDI Advanced Guard Tower"
GDI_AGT="GDI Advanced Guard Tower"
Nod_Turret_MP="Nod Turret"
Nod_Turret_MP_Improved="Nod Turret"
GDI_Guard_Tower="GDI Guard Tower"
mp_Nod_Tiberium_Silo="Tiberium Silo"
mp_GDI_Tiberium_Silo="Tiberium Silo"
MP_Nod_ConstructionYard="Construction Yard"
MP_GDI_ConstructionYard="Construction Yard"
CnC_GDI_Engineer_0="GDI Engineer"
CnC_GDI_Engineer_2SF="Hotwire"
CnC_GDI_Grenadier_0="GDI Grenadier"
CnC_GDI_Grenadier_2SF="Patch"
CnC_Ignatio_Mobius="Mobius"
CnC_Ignatio_Mobius_ALT2="Power Suit Mobius"
CnC_GDI_MiniGunner_0="GDI Minigunner"
CnC_GDI_MiniGunner_1Off="GDI Officer"
CnC_GDI_MiniGunner_2SF="Deadeye"
CnC_GDI_MiniGunner_3Boss="Havoc"
CnC_GDI_MiniGunner_3Boss_ALT2="Urban Havoc"
CnC_GDI_MiniGunner_3Boss_ALT3="Snow Havoc"
CnC_GDI_MiniGunner_3Boss_ALT4="Desert Havoc"
CnC_GDI_RocketSoldier_0="GDI Shotgunner"
CnC_GDI_RocketSoldier_1Off="GDI Rocket Soldier"

CnC_GDI_RocketSoldier_2SF="Gunner"
CnC_Sydney_PowerSuit="Sydney"
CnC_Sydney_PowerSuit_ALT2="Power Suit Sydney"
CnC_Sydney="Tiberium Sydney"
CnC_Nod_Engineer_0="Nod Engineer"
CnC_Nod_Flamethrower_0="Nod Flamethrower"
CnC_Nod_Flamethrower_1Off="Chemical Warrior"
CnC_Nod_Flamethrower_2SF="Stealth Black Hand"
CnC_Nod_Flamethrower_3Boss="Mendoza"
CnC_Nod_Flamethrower_3Boss_ALT2="Red Suit Mendoza"
CnC_Nod_Minigunner_0="Nod Minigunner"
CnC_Nod_Minigunner_1Off="Nod Officer"
CnC_Nod_Minigunner_2SF="Black Hand Sniper"
CnC_Nod_Minigunner_3Boss="Sakura"
CnC_Nod_MiniGunner_3Boss_ALT2="Sexy Suit Sakura"
CnC_Nod_RocketSoldier_0="Nod Shotgunner"
CnC_Nod_RocketSoldier_1Off="Nod Rocket Soldier"
CnC_Nod_RocketSoldier_2SF="Laser Chaingunner"
CnC_Nod_RocketSoldier_3Boss="Raveshaw"
CnC_Nod_RocketSoldier_3Boss_ALT2="Tiberium Raveshaw"
CnC_Nod_Technician_0="Technician"
CnC_GDI_APC="GDI APC"
CnC_GDI_Humm-vee="GDI Humm-vee"
CnC_GDI_Mammoth_Tank="GDI Mammoth Tank"
CnC_GDI_Medium_Tank="GDI Medium Tank"
CnC_GDI_MRLS="GDI MRLS"
CnC_GDI_Orca="GDI Orca"
CnC_GDI_Transport="GDI Transport Helicopter"
CnC_Civilian_Pickup01_Secret="Pickup Truck"
CnC_Civilian_Sedan01_Secret="Sedan"
CnC_Nod_Apache="Nod Apache"
CnC_Nod_APC="Nod APC"
CnC_Nod_Buggy="Nod Buggy"
CnC_Nod_Flame_Tank="Nod Flame Tank"
CnC_Nod_Light_Tank="Nod Light Tank"
CnC_Nod_Mobile_Artillery="Nod Mobile Artillery"
CnC_Nod_Recon_Bike="Nod Recon Bike"
CnC_Nod_Stealth_Tank="Nod Stealth Tank"
CnC_Nod_Transport="Nod Transport Helicopter"
Nod_Chameleon="Nod Chameleon"
CnC_Nod_Harvester="Nod Harvester"
CnC_GDI_Harvester="GDI Harvester"
Weapon_AutoRifle_Player="Auto Rifle"
Weapon_AutoRifle_Player_Nod="Auto Rifle"
Weapon_Chaingun_Player="Chaingun"
Weapon_Chaingun_Player_Nod="Chaingun"
Weapon_ChemSprayer_Player="ChemSprayer"
Weapon_Flamethrower_Player="Flamethrower"

Weapon_GrenadeLauncher_Player="Grenade Launcher"
Weapon_IonCannonBeacon_Player="Ion Cannon Beacon"
Weapon_LaserChaingun_Player="Laser Chaingun"
Weapon_LaserRifle_Player="Laser Rifle"
Weapon_MineProximity_Player="Proximity C4"
Weapon_MineRemote_Player="Remote C4"
Weapon_MineTimed_Player="Timed C4"
Weapon_NukeBeacon_Player="Nuclear Strike Beacon"
Weapon_PersonallonCannon_Player="Personal Ion Cannon"
Weapon_Pistol_Player="Pistol"
Weapon_Railgun_Player="Railgun"
Weapon_RamjetRifle_Player="Ramjet Rifle"
CnC_Weapon_RamjetRifle_Player="Ramjet Rifle"
Weapon_RepairGun_Player="Repair Gun(Weak)"
CnC_Weapon_RepairGun_Player_Special="Repair Gun(Strong)"
Weapon_RocketLauncher_Player="Rocket Launcher(Weak)"
CnC_Weapon_RocketLauncher_Player="Rocket Launcher(Strong)"
Weapon_Shotgun_Player="Shotgun"
Weapon_SniperRifle_Player="Sniper Rifle"
Weapon_SniperRifle_Player_Nod="Sniper Rifle"
Weapon_TiberiumAutoRifle_Player="Tiberium Auto Rifle"
Weapon_FlechetteGun_Player="Tiberium Flechette Gun"
Weapon_TiberiumFlechetteGun_Player="Tiberium Flechette Gun"
Weapon_VoltAutoRifle_Player="Volt Auto Rifle"
Weapon_VoltAutoRifle_Player_Nod="Volt Auto Rifle"
CnC_Weapon_MineRemote_Player_2Max="Remote C4"
CnC_Weapon_MineRemote_Player_1Max="Remote C4"
Weapon_MineTimed_Player="Timed C4"
POW_Shotgun_Player="Shotgun"
POW_Pistol_Player="Pistol"
POW_AutoRifle_Player="Auto Rifle"
POW_Flamethrower_Player="Flamethrower"
POW_GrenadeLauncher_Player="Grenade Launcher"
POW_RepairGun_Player="Repair Gun(Weak)"
CnC_POW_MineRemote_02="Remote C4"
POW_Chaingun_Player="Chaingun"
POW_RocketLauncher_Player="Rocket Launcher(Weak)"
POW_ChemSprayer_Player="ChemSprayer"
POW_TiberiumAutoRifle_Player="Tiberium Auto Rifle"
POW_SniperRifle_Player="Sniper Rifle"
POW_LaserChaingun_Player="Laser Chaingun"
POW_LaserRifle_Player="Laser Rifle"
CnC_POW_RocketLauncher_Player="Rocket Launcher(Strong)"
POW_TiberiumFlechetteGun_Player="Tiberium Flechette Gun"
POW_PersonallonCannon_Player="Personal Ion Cannon"
POW_Railgun_Player="Railgun"
POW_RamjetRifle_Player="Ramjet Rifle"
POW_VoltAutoRifle_Player="Volt Auto Rifle"

CnC_Weapon_IonCannonBeacon_Player="Ion Cannon Beacon"
CnC_Weapon_NukeBeacon_Player="Nuclear Strike Beacon"
CnC_Weapon_MineTimed_Player_2Max="Timed C4"
CnC_Weapon_SniperRifle_Player_Nod="Sniper Rifle"
CnC_Weapon_SniperRifle_Player="Sniper Rifle"
C4="Remote C4"
CnC_Nod_Mutant_0_Mutant="Initiate"
CnC_Nod_Mutant_1Off_Acolyte="Acolyte"
CnC_Nod_Mutant_2SF_Templar="Templar"
CnC_POW_VoltAutoRifle_Player_Nod="Volt Auto Rifle"
CnC_Weapon_MineTimed_Player="Timed C4"
CnC_Weapon_SniperRifle_Player="Sniper Rifle"
CnC_Weapon_MineRemote_Player="Remote C4"
CnC_Weapon_Flamethrower_Player="Flamethrower"
MRLS_Titan="GDI MRLS"
CnC_nrecon_titan="Nod Recon Bike"
towhumvee="GDI TOW Humm-vee"
Mobileart_titan="Nod Mobile Artillery"
CnC_Nod_Recon_Bike_Temp="Nod Recon Bike"
CnC_GDI_MRLS_Reload="GDI MRLS"

the words in the ""s are the names of everything.
