Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by Emience on Mon, 07 Jul 2003 03:06:25 GMT
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Ok I'm here to teach you how to make Bot Drop Mods without out that blasted 22mb Renegade Tools.

--------------------------------|
What you need to know/have
--------------------------------|
-WordPad
-Need to know your scripting on the characters that you want to drop.
-Renegade(DUH)
-Internet
-For testing and playing online

First off you need to know what the scripting for your characters.(I don't know much)

Next, Copy and paste this on Word Pad as a template(this doesn't include the characters to be drop off at):{

```
;
;_____
;
; Available Cinematic Script Commands
;
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation
; id can be -1 to mean do not store this object, and do not destroy
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"
;
; time/frame Destroy_Object, id (slot)
; 0 Destroy_Object, 0
;
; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name
; 0 Play_Animation, 0, "Human.Jump", false
;
; time/frame Control_Camera, id ( slot )
; use id -1 for disabling control;
; note this will also disable star control and disbale the hud
; 0 Control_Camera, 0
;
;_____
```

;******************** CHEAT SHEET *****************************

;Start frame create_object slot number model x,y,z,facing animation name(model*hierarchy*.anim)
;Start frame Play_Animation slot number anim name (model*hierarchy*.anim) looping Sub

Object
;Start frame Play_Audio wave filename slot number bone name
;   * no slot # / bone name = 2D Audio
;0= NO LOOP (kills object when finshed) 1= LOOP

;************************ CNC MODE: NOD AIRSTRIP DROPOFF ************************

-1 Create_Object, 1, "V_NOD_cargop_sm"
-1 Play_Animation, 1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0
-1 Play_Audio, "C130_IDLE_02", 1, "Cargo"
-360 Destroy_Object, 1

-200 Destroy_Object, 3

----
^
!
don't copy this line that this is pointing too.This line is where you begin your character droppings.
lets say you want a Rocket Soldier and a Minigunnerthen it should look like this:

-1 Create_Real_Object, 5, "nod_minigunner_0", 3, ""
-1 Attach_To_Bone, 5, 1, "Cargo"
-180 Attach_To_Bone, 5, -1, "Cargo"
-1   Attach_Script,   5, "M00_No_Falling_Damage_DME", ""
-1   Attach_Script,   5, "M01_Hunt_The_Player_JDG", ""
-1   Attach_Script,   5, "M06_Thunder_Unit", ""

-1 Create_Real_Object, 6, "nod_rocketsoldier_0", 3, ""
-1 Attach_To_Bone, 6, 1, "Cargo"
-180 Attach_To_Bone, 6, -1, "Cargo"
-1   Attach_Script,   6, "M00_No_Falling_Damage_DME", ""
-1   Attach_Script,   6, "M01_Hunt_The_Player_JDG", ""
-1   Attach_Script,   6, "M06_Thunder_Unit", ""

----
^
!
don't copy this line that this is pointing too.Copy that part and paste it one line after the first
part.And that ends our tutorial-YAY u dont have to listen to me anymorez

---

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by Emience on Mon, 07 Jul 2003 03:19:34 GMT
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If you want more characters than here they are:
NOTE: you can skip a line and paste this under the second part or if you a different sceond part

delete the second part and add these:
Dont copy the -----------(Name)------------part

  ------------------------------ Havoc---------------------

-1 Create_Real_Object, 5, "CnC_Gdi_minigunner_3Boss_Skirmish", ""
-1 Attach_To_Bone, 5, 1, "Cargo"
-135 Attach_To_Bone, 5, -1, "Cargo"
-1   Attach_Script,   5, "M00_No_Falling_Damage_DME", ""
-1   Attach_Script,   5, "M01_Hunt_The_Player_JDG", ""
-1   Attach_Script,   5, "M06_Thunder_Unit", ""

----------------------------------Sakura---------------------

-1 Create_Real_Object, 7, "CnC_nod_minigunner_3Boss_Skirmish", ""
-1 Attach_To_Bone, 7, 1, "Cargo"
-129 Attach_To_Bone, 7, -1, "Cargo"
-1   Attach_Script,   7, "M00_No_Falling_Damage_DME", ""
-1   Attach_Script,   7, "M01_Hunt_The_Player_JDG", ""
-1   Attach_Script,   7, "M06_Thunder_Unit", ""

----------------------------------Mendoza--------------------

-1 Create_Real_Object, 6, "nod_flamethrower_3Boss", ""
-1 Attach_To_Bone, 6, 1, "Cargo"
-132 Attach_To_Bone, 6, -1, "Cargo"
-1   Attach_Script,   6, "M00_No_Falling_Damage_DME", ""
-1   Attach_Script,   6, "M01_Hunt_The_Player_JDG", ""
-1   Attach_Script,   6, "M06_Thunder_Unit", ""

----------------------------------Raveshaw--------------------

-1 Create_Real_Object, 9, "CnC_nod_rocketsoldier_3Boss_Skirmish", ""
-1 Attach_To_Bone, 9, 1, "Cargo"
-123 Attach_To_Bone, 9, -1, "Cargo"
-1   Attach_Script,   9, "M00_No_Falling_Damage_DME", ""
-1   Attach_Script,   9, "M01_Hunt_The_Player_JDG", ""
-1   Attach_Script,   9, "M06_Thunder_Unit", ""

----------------------------------Chef-------------------------

-1 Create_Real_Object, 5, "CnC_NOD_Flamethrower_0_secret", ""
-1 Attach_To_Bone, 5, 1, "Cargo"
-135 Attach_To_Bone, 5, -1, "Cargo"
-1   Attach_Script,   5, "M00_No_Falling_Damage_DME", ""
-1   Attach_Script,   5, "M01_Hunt_The_Player_JDG", ""
-1   Attach_Script,   5, "M06_Thunder_Unit", "

```
--------------------------------Black Hand Sniper with laserChainGun

-1 Create_Real_Object, 5, "NOD_minigunner_1off_LaserChainGun", ""
-1 Attach_To_Bone,  5, 1, "Cargo"
-135 Attach_To_Bone,  5, -1, "Cargo"
-1   Attach_Script,       5, "M00_No_Falling_Damage_DME", ""
-1   Attach_Script,       5, "M01_Hunt_The_Player_JDG", ""
-1   Attach_Script,       5, "M06_Thunder_Unit", ""

--------------------------------BlackHand SNiper with LaserGun

-1 Create_Real_Object, 5, "NOD_minigunner_2SF_laserrifle", ""
-1 Attach_To_Bone,  5, 1, "Cargo"
-135 Attach_To_Bone,  5, -1, "Cargo"
-1   Attach_Script,       5, "M00_No_Falling_Damage_DME", ""
-1   Attach_Script,       5, "M01_Hunt_The_Player_JDG", ""
-1   Attach_Script,       5, "M06_Thunder_Unit", ""

--------------------------------Mutant Petrova---------------

-1 Create_Real_Object, 5, "CnC_nod_Flamethrower_3Boss_petrova", ""
-1 Attach_To_Bone,  5, 1, "Cargo"
-135 Attach_To_Bone,  5, -1, "Cargo"
-1   Attach_Script,       5, "M00_No_Falling_Damage_DME", ""
-1   Attach_Script,       5, "M01_Hunt_The_Player_JDG", ""
-1   Attach_Script,       5, "M06_Thunder_Unit", ""
```

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by Vitaminous on Mon, 07 Jul 2003 04:18:26 GMT
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You know...We mostly all know how to do it.

But thanks for the hand!

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by laeubi on Mon, 07 Jul 2003 14:05:49 GMT
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Erm, no offence but Botdropmods are useless..what's the point of it
And btw, you can test it also in Lan or MP practise....

Subject: Making Bot Drop Mods without Renegade Modding Tools

Posted by [spreegem](#) on Mon, 07 Jul 2003 14:41:26 GMT
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You can use Note pad also, and Check out my siggy I have 32 Bot Drop Mods

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Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by [boma57](#) on Mon, 07 Jul 2003 14:47:25 GMT
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LaeubiErm, no offence but Botdropmods are useless..what's the point of it
And btw, you can test it also in Lan or MP practise....

Remember when everyone wanted bots in MP?

That

It also works in MP, and even laddered games if you're the host...

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by [spreegem](#) on Mon, 07 Jul 2003 15:05:22 GMT
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It works IF your the host in MP or Lan by yourself, or with othere people I have made 32 bot
mods, thats how much I like em.

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by [Emience](#) on Mon, 07 Jul 2003 15:36:37 GMT
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Ohh yeah if you want a real challange use 16 havocs bots and they are tough than any other
game of snipers
NOTE:the Havoc Bots have there usually health so a soldier can't kill it easily plus the 16 haovcs
aim alot!!

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by [Emience](#) on Mon, 07 Jul 2003 15:45:25 GMT
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Hehe I dare you to host a 12 player sniper game and use the 16 havoc bots and WHOA youd be
dying alot I can't even face all them at once I am a great sniper but the havocs are stupid and
work as a team

BTW can any1 post why the Mutant island crashes alot?

Staying on the topic can any1 post a hotwire model that heals ur team in combat?

I cant do that

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by laeubi on Mon, 07 Jul 2003 18:18:05 GMT
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TaximesLaeubiErm, no offence but Botdropmods are useless..what's the point of it
And btw, you can test it also in Lan or MP practise....

Remember when everyone wanted bots in MP?

That

It also works in MP, and even laddered games if you're the host...
I never wnated Bots in MP

What the wanted are bots that paling like a real player...not runing around like a stupid n00b and
get shoot

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by [REHT]Spirit on Mon, 07 Jul 2003 18:27:25 GMT
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LaeubiErm, no offence but Botdropmods are useless..what's the point of it
And btw, you can test it also in Lan or MP practise....

Bot mods can be quite fun, and there are other things you can do.

Like, NH's script............that was like......2 gunboats, a commanche, LOTS of A-10s and orcas, a
chinook, and some apaches.............

That was coooooool

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by Emience on Mon, 07 Jul 2003 20:18:48 GMT
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Can anyone post anymore scripts up there on the GDi the only GDi i have is Havoc

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Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by spreegem on Mon, 07 Jul 2003 22:00:19 GMT
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CnC_Gdi_mammoth_tank
CnC_Gdi_MRLS
CnC_Gdi_medium_tank
CnC_Gdi_orca
CnC_Gdi_APC

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by [REHT]Spirit on Mon, 07 Jul 2003 22:03:03 GMT
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If you want the list of the presets (CnC_GDI_Humm-vee for example), download the mod tools and install Level Edit from those tools. It gives you a list of all the presets in normal Renegade.

For a list of the scripts, do the same but in your mod folder, make a folder called Scripts and place your scripts.dll in there (you can find the dll in your normal renegade folder, if you have a scripts.dll and a scripts2.dll, place them both or rename the scripts2.dll inside your mod folder). Then select a preset, like the humm-vee one, click mod, then click on the Scripts tab. Click Add and look around!

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by spreegem on Mon, 07 Jul 2003 22:46:57 GMT
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[REHTSpirit]If you want the list of the presets (CnC_GDI_Humm-vee for example), download the mod tools and install Level Edit from those tools. It gives you a list of all the presets in normal Renegade.

For a list of the scripts, do the same but in your mod folder, make a folder called Scripts and place your scripts.dll in there (you can find the dll in your normal renegade folder, if you have a scripts.dll and a scripts2.dll, place them both or rename the scripts2.dll inside your mod folder). Then select a preset, like the humm-vee one, click mod, then click on the Scripts tab. Click Add and look around!

Notice the topic is called Makeing bot mods without mod tools.

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by [REHT]Spirit on Tue, 08 Jul 2003 16:22:39 GMT
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spreegem[REHTSpirit]If you want the list of the presets (CnC_GDI_Humm-vee for example), download the mod tools and install Level Edit from those tools. It gives you a list of all the presets in normal Renegade.

For a list of the scripts, do the same but in your mod folder, make a folder called Scripts and place your scripts.dll in there (you can find the dll in your normal renegade folder, if you have a scripts.dll and a scripts2.dll, place them both or rename the scripts2.dll inside your mod folder). Then select a preset, like the humm-vee one, click mod, then click on the Scripts tab. Click Add and look around!

Notice the topic is called Makeing bot mods without mod tools.

I didn't say you HAD to download it. I just said that it will list all the presets for you, so you don't have to dig around trying every name possible or go through the presets files (or the scripts.dll) with wordpad looking for strings.

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by kawolsky on Sat, 12 Jul 2003 08:27:13 GMT
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....

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by kawolsky on Sat, 12 Jul 2003 08:27:20 GMT
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bots are good

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by kawolsky on Sat, 12 Jul 2003 08:27:31 GMT
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ill try find the list of all of them

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by kawolsky on Sat, 12 Jul 2003 08:27:41 GMT
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i posted this a while back but it might be helpfull

CnC_GDI_MiniGunner_3Boss_ALT2

CnC_GDI_MiniGunner_3Boss_ALT3
CnC_GDI_MiniGunner_3Boss_ALT4
CnC_Ignatio_Mobius_ALT2   Mobius in Prototype Assault Suit
CnC_Sydney_PowerSuit_ALT2   Ion Cannon Sydney in regular clothing
CnC_Nod_FlameThrower_3Boss_ALT2   Mendoza in flamethrower clothing
CnC_Nod_MiniGunner_3Boss_ALT2
CnC_Nod_RocketSoldier_3Boss_ALT2   Raveshaw mutant skin
CnC_GDI_Grenadier_0_Secret   Nurse with Grenade Launcher
CnC_Visceroid Visceroid
CnC_Nod_Flamethrower_0_Secret   Cook with a flamethrower
CnC_Nod_RocketSoldier_3Boss_Secret   Kane
CnC_Nod_RocketSoldier_3Boss_Secret2   Ghost of Raveshaw?
CnC_POW_MineTimed_Player_01
CnC_Nod_RocketSoldier_0_Secret
CnC_GDI_RocketSoldier_2SF_Secret
CnC_Chicken   --causes game to crash
CnC_GDI_MiniGunner_2SF_Logan 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 GDI Grenadier   (from single player?)
CnC_Sydney   Sydney from Single Player??
CnC_Ignatio_Mobius   Mobius from Single Player
CnC_GDI_MiniGunner_0 GDI Basic Infantry
CnC_GDI_MiniGunner_1Off
CnC_GDI_MiniGunner_2SF   GDI Deadeye
CnC_GDI_MiniGunner_3Boss   GDI Havoc
CnC_GDI_RocketSoldier_0   GDI Grenadier
CnC_GDI_RocketSoldier_1Off   GDI Rocket Soldier?
CnC_GDI_RocketSoldier_2SF   GDI Gunner
CnC_Sydney_PowerSuit   Personal Ion Cannon Sydney (in Prototype Assault Suit)
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   Nod Basic Infantry
CnC_Nod_Minigunner_1Off
CnC_Nod_Minigunner_2SF   Nod Black Hand Sniper
CnC_Nod_Minigunner_3Boss   Sakura
CnC_Nod_RocketSoldier_0
CnC_Nod_RocketSoldier_1   Nod Rocket Soldier

CnC_Nod_RocketSoldier_2SF   Black Hand Rocket Infantry
CnC_Nod_RocketSoldier_3Boss   Raveshaw
CnC_Nod_FlameThrower_0   Nod Flamethrower
CnC_Nod_FlameThrower_1Off
CnC_Nod_FlameThrower_2SF   Nod Chem Warrior
CnC_Nod_FlameThrower_3Boss   Nod Mobius
CnC_Nod_Engineer_0 Nod Engineer
CnC_Nod_Technician_0 Nod Technician
CnC_MineProximity_05
CnC_GDI_Grenadier_2SF
CnC_Ignatio_Mobius_Skirmish GDI Mobius from Multiplayer Practice
CnC_Sydney_Skirmish Tiberium AutoRifle Sydney from Multiplayer Practice
CnC_GDI_RocketSoldier_2SF_Skirmish Gunner from Multiplayer Practice
CnC_GDI_MiniGunner_3Boss_Skirmish Havoc from Multiplayer Practice
CnC_GDI_MiniGunner_0_Skirmish GDI Basic Infantry from Mutiplayer Practice
CnC_Nod_MiniGunner_3Boss_Skirmish Sakura from Multiplayer Practice
CnC_Nod_RocketSoldier_3Boss_Skirmish Raveshaw from Multiplayer Practice
CnC_Nod_MiniGunner_0_Skirmish Nod Basic Infantry from Multiplayer Pracice
CnC_Nod_MiniGunner_2SF_Skirmish Black Hand Sniper from Multiplayer Practice
CnC_Death_Powerup Crate that kills you when you go over it??
CnC_Crate_Powerup
CnC_POW_Ammo_Clip01 crate that refills your ammo
CnC_POW_Ammo_Clip02 crate that refills your ammo
CnC_POW_Ammo_Clip04 crate that refills your ammo
CnC_Money_Crate crate that gives you 100 credits
M00_CNC_Crate ?????
CnC_POW_AutoRifle_Player_GDI GDI Autorifle Spawn
CnC_POW_AutoRifle_Player_Nod Nod Autorifle Spawn
CnC_POW_RocketLauncher_Player Rocket Launcher Spawn

CnC_POW_MineRemote_01
CnC_POW_MineRemote_02
CnC_POW_MineTimed_Player_01
CnC_POW_MineTimed_Player_02
CnC_POW_RepairGun_Player Spawn Repair gun
CnC_MineProximity_05
CnC_POW_Ammo_ClipMax Pickup that maxes out your clips??
CnC_POW_Armor_Max
CnC_POW_Health_Max
CnC_POW_IonCannonBeacon_Player
CnC_POW_Nuclear_Missle_Beacon
CnC_Ammo_Crate
CnC_Nod_Cargo_Drop
CnC_Nod_Truck_Player_Secret

gdi_hovercraft GDI Hovercraft from Singleplayer (cannot be piloted)
CnC_Nod_Transport Nod Transport Chopper
CnC_GDI_Transport GDI Transport Chopper
CNC_GDI_Gun_Emplacement GDI Gun Emplacement
CnC_GDI_Humm-vee GDI Hummer
CnC_Nod_Buggy Nod Buggy
CnC_Rocket_Emplacement Rocket Emplacement
CnC_Cannon_Emplacement Cannon Emplacement
CnC_NOD_Gun_Emplacement Nod Gun Emplacement
CnC_Nod_Ceiling_Gun Nod Ceiling gun----------
CnC_GDI_Ceiling_Gun Ceiling Gun from AGT

CnC_GDI_APC GDI APC
CnC_GDI_Mammoth_Tank GDI Mammoth Tank
CnC_GDI_Medium_Tank GDI Medium Tank
CnC_GDI_MRLS GDI Mobile Rocket Launcher System
CnC_Nod_APC Nod APC
CnC_Nod_Flame_Tank Nod Flame Tank
CnC_Nod_Light_Tank Nod Light Tank
CnC_Nod_Mobile_Artillery Nod Mobile Artillery Unit

CnC_Nod_Stealth_Tank Nod Stealth Tank
CnC_Beacon_IonCannon Ion Cannon Beacon
CnC_Beacon_NukeStrike Nuclear Strike Beacon
CNC_Weapon_Flamethrower_Player Flamethrower Weapon
CNC_Weapon_ChemSprayer_Player Chemsprayer Weapon
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 Ramjet Sniper Rifle Weapon
CnC_Weapon_SniperRifle_Player Deadeye's Snipe Rifle
CnC_Weapon_SniperRifle_Player_Nod Black Hand Sniper Rifle
CnC_Weapon_IonCannonBeacon_Player Ion Cannon Beacon
CnC_Weapon_NukeBeacon_Player Nuclear Strike Beacon

CNC_Ammo_Flamethrower_Player Flamethrower Ammo
CNC_Ammo_ChemSprayer_Player Chemsprayer Ammo
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 Ammo for Chemsprayer Weapon
Weapon_ChemSprayer_Player Chemsprayer Weapon
POW_Pistol_Player This is the pistol you always have. Semi-auto, 12 shot clip.
POW_Shotgun_Player This is the shotgun carried by Shotgun Troopers
POW_SniperRifle_Player This is the Sniper Rifle carried by Black Hand Snipers and Deadeye
POW_RocketLauncher_Player This is the Rocket Launcher carried by Rocket infantry.
POW_MineRemote_Player The basic remote C4.
POW_GrenadeLauncher_Player The GDI Grenade Launcher
POW_Chaingun_Player The Officer Chaingun

POW_ChemSprayer_Player The Nod Chemsprayer weapon
POW_Flamethrower_Player Flamethrower
POW_RepairGun_Player Repairgun (regular engineers)
POW_IonCannonBeacon_Player Ion Cannon Beacon
POW_LaserChaingun_Player Laser Chaingun (Black hand)

POW_RamjetRifle_Player The Ramjet Sniper Rifle (Havoc + Sakura)
POW_LaserRifle_Player Stealth Black Hand Laser rifle
POW_MineTimed_Player Timed C4
POW_MineProximity_Player Proximity C4
POW_AutoRifle_Player Basic Infantry Auto Rifle

POW_Chaingun_Player_Nod Nod Officer Chaingun
POW_SniperRifle_Player_Nod Nod Black Hand Sniper rifle
GDI_APC_Player GDI APC
GDI_Humm-vee_Player GDI Hummer
GDI_Mammoth_Tank_Player GDI Mammoth Tank
GDI_Medium_Tank_Player GDI Medium Tank
GDI_MRLS_Player GDI Mobile Rocket Launcher System
Nod_APC_Player Nod APC
Nod_Buggy_Player Nod Buggy
Nod_Flame_Tank_Player Nod Flame Tank
Nod_Light_Tank_Player Nod Light Tank
Nod_Mobile_Artillery_Player Nod Mobile Artillery
Nod_Recon_Bike_Player Nod Recon Bike
Nod_SSM_Launcher_Player Nod Surface to Surface Rocket Launcher (DO NOT FIRE!!)
Nod_Stealth_Tank_Player Nod Stealth Tank
Nod_Gun_Emplacement_Player Nod Gun Emplacement
Nod_Turret_MP Nod Defensive Turret
Nod_Cannon_Emplacement_Player Nod Cannon Emplacement
Nod_Rocket_Emplacement_Player Nod Rocket Emplacement
Weapon_IonCannonBeacon_Player
Weapon_LaserRifle_Player
Weapon_AutoRifle_Player
Weapon_LaserChaingun_Player
Weapon_PersonalIonCannon_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 for Ion Cannon Beacon
Ammo_LaserRifle_Player Ammo for the Stealth Black Hand Laser Rifle

Ammo_LaserChaingun_Player Ammo for the Black Hand Laser Chaingun

Ammo_StealthTank_Player Ammo for the Stealth Tank
Ammo_ReconBike_Rocket_Player Ammo for the Recon Bike
Ammo_MediumTank_Cannon_Player Ammo for the Medium Tank
Ammo_MammothTank_Rocket_Player Rocket ammo for the Mammoth
Ammo_MammothTank_Cannon_Player Cannon Ammo for the Mammoth
Ammo_LightTank_Cannon_Player Ammo for the Light Tank

Ammo_FlameTank_Player Ammo for the Flame tank
Ammo_Emplacement_Rocket_Player Ammo for the Rocket Emplacement
Ammo_Emplacement_Gun_Player Ammo for the Gun Emplacement
Ammo_Emplacement_Cannon_Player Ammo for the Cannon Emplacement

Ammo_MobileArtillery_Player Ammo for the Mobile Artillery Unit
Ammo_NukeBeacon_Player Ammo for the Nuclear Strike Beacon
Ammo_SSM_Player Ammo for the SSM (DO NOT FIRE!!)

Ammo_MRLS_Player Ammo for the Mobile Rocket Launcher System

Ammo_Nod_APC_Player Ammo for the Nod APC

CnC_GDI_Grenadier_0_Secret GDI Nurse with Grenade Launcher (Extra)
CnC_Nod_Flamethrower_0_Secret Nod Chef with flame thrower (extra)
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 Nod Cargo Truck. Cool!
CnC_Civilian_Pickup01_Secret GDI Pickup Truck (Extra)
CnC_Civilian_Sedan01_Secret GDI Sedan (Extra)
Mx0_Nod_Obelisk Nod Ceiling Gun, can fire Obelisk laser
PCT_Zone_GDI GDI Purchase Terminal. Functional, but does not show screen.
PCT_Zone_Nod Nod Purchase Terminal. Functional, but does not show screen.
Big_Gun_Phat GDI Costal Gun, add M05_Nod_Gun_Emplacement to make it shoot.
M01_GDI_Gunboat A GDI gunboat, will shoot if given AI.
GDI_A10_Flyover The GDI A10, nonfunctional.
Nod_Comanche Sakura's Comanche
SignalFlare_Gold_Phys3 A Yellow-smoke Flare
Create_Object Items To create these items, use Create_Object
V_Jet A Nod VIP jet, cannot be flown.
Enc_gcon GDI Construction yard??
V_Submarine A non-functional submarine
V_Nod_Cargop_s The Nod C130 Cargo Plane
Structures: To create these non-functional structures, use Create_Object, not
Create_Real_Object
enc_gbar GDI Barracks. Non-functional.
enc_gbar Nod Airstrip
wep#shunt This is the door of the weapons factory....
enc_gwep Weapons Factory, non functional.
enc_gref GDI Refinery, non functional.
Parachute Stuff: See Example
H_A_X5D_ParaT_1 Animation of Parachute Falling
X5D_Box01 Box attached to parachute by default, placeholder for items/units dropped by
parachute
X5D_Box01.X5D_Box01 Animation of the box falling with the parachute
X5D_Parachute Parachute call name
Scripts:
M01_Hunt_The_Player_JDG This is the AI for the bot to hunt players in a game.
M00_No_Falling_Damage_DME When bots or vehicles fall, they are not damaged
M06_Thunder_Unit Makes bots drop rocket launchers when they die
M00_Disable_Physical_Collision_JDG Vehicles can pass through barriers. Common Application
M00_Damage_Modifier_DME","0,1,1,0,0" Makes it so that units cannot lose health (invincibility)
Mx0_Obelisk_Weapon_DLS Makes units invisible. Not Stealth, true Invisible

GTH_Credit_Trickle Modify the number of credits recieved per second. - ,"10" = 10 credits/second

M05_Nod_Gun_Emplacement AI for turrets, good for non-skirmish bots also
M05_Park_Unit A secondary AI for bots?
M02_PLAYER_VEHICLE 90 sec AI for vechs dropped by c130, autopilots them off of Airstrip.
M00_Disable_Transtition When attached to a vehicle, no one can get in that vehicle.

 thats a list of all scripts known so far

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by pulverizer on Sat, 12 Jul 2003 12:51:24 GMT
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hmm... parachute scripts... anyways, that's a usefull list

Subject: .....
Posted by Lynqoid on Sat, 12 Jul 2003 23:07:12 GMT
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parachute!!! dude!!!!! lol, u know it.

Subject: Making Bot Drop Mods without Renegade Modding Tools
Posted by Hossinfeffa on Sun, 13 Jul 2003 22:08:54 GMT
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All those scripts up there u just chose 1 and put it in the c130drop???