Subject: Re: Server Side Hunt The Player
Posted by reborn on Tue, 29 Jan 2008 13:57:30 GMT

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Zion Fox wrote on Mon, 28 January 2008 06:02
Other than that, it looks like a great idea.

I think something like Zombie mod for CS:S or Gmod would go great in Renegade, you run around fast and melee attack players to change their team to mutants. The 'human' of course have weapons with great push power and and unlimited ammo, and mutants have large ammounts of health which do replenish, however will kill them if it reaches 0.

This would be a fun game mode.

I am working on something similar to this for my next release.

wittebolx wrote on Tue, 29 January 2008 08:28can i get the source yoiu used with the first release?
i really loved the random characters when you spawn.
now its just soldiers.
reason im asking this is because i think its more fun when you add all the existiing PT characters in the game to hunt the player rather then a plain soldier.

so if you would share the random character (set model) script u used in the first release i would appreciate it.

and regarding the Jesus position, many players that play on my server already updated their scripts.dll because i have many things in the serv that require it

I don't have it, I merely updated this source.
I will recreate the array and make the changes in code for you, however people without scripts.dll updated on there client will most likely see that Jesus position crap. So I won't release it as an update, just something private for you.
I'll add comments to the array so you understand how to change it and update it for your own models...

You're getting allot better though, you should perhaps try and add some power-up spawner logic to the mode. That's something I wanted to do, but people can edit the maps themselves watching the tutorials on renhelp, so I decided my time was better spent elsewhere...
It's something you might consider to do and post it here. It's better to do it via the .dll rather then .lsd/.ldd files.