
Subject: Skirmish Revamped

Posted by [Spyder](#) on Sun, 22 Jun 2008 18:31:41 GMT

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I think there are some people who still remember this topic:

http://www.renegadeforums.com/index.php?t=msg&goto=250027&rid=20791#msg_250027

Well...I've got some good news for you. I started playing Renegade again and I also started modding again. Since I have graduated from highschool I now have time to finish this project. I will restart the whole project.

What is my idea?

My idea is to revamp the whole Multiplayer Practice mode. This includes:

Bots with better AI.

Vehicle bots which attack almost the same way as an online player.

Multiple specials on the field. (Not just one havoc, but 3 or 4.)

Buildings getting repaired this time. (probably automatic regeneration, see next section)

Points which i'm not sure of if it will work:

Engineers/Hotwires/Technicians repairing buildings/vehicles.

Vehicles attacking enemy buildings (Neo_Vehicle_Ai does not support this...)

Vehicles not spotting stealth units until revealed or at a range of 30 feet.

Using SSGM crates without having to run SSGM.

Bots picking up crates.

Bots placing beacons.

List will be updated...

I don't have time to finish this whole thread now so I suggest you read the other thread which you can find at the top of this one.
