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Subject: Re: Asteroids

Posted by [Jerad2142](#) on Sat, 29 Oct 2011 20:34:00 GMT

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Blarg, I already typed this up once, must have hit preview post or closed the page instead of posting however lol.

NACHO-ARG

how in the name of god did you make that? fucking awesome man, i wish there would be ppl when i check the servers

Yeah I know, I'm kind of hoping that if I put enough stuff into Rp2, redo the balance, and rename the mod, we will get new players, or old will play it again.

@halo2pac, Reborn, Intradox:

Thanks guys, maybe I'll port it to Renegade as its own map so people can play it, however it won't have all the functionality the Rp2 version well (I don't want to build in a score system that Records the scores like I did in Rp2).

GEORGE ZIMMER wrote on Thu, 27 October 2011 06:49Nice. A question, though- if you're on one end of the arena/whatever, will you still see the space texture, or will it fall victim to Renegade's default view distance? (I know you use like 1000m view distance as opposed to Renegade's default of 500, so yeah).

Default is actually 300 but that's not the point, at this time yes, you would fall victim to not being able to see all the space. Keep in mind, under 4.0 you can specify the draw distance in tt.ini, so you don't have to hack your exe anymore.

I have been thinking about rescaling everything smaller, but if the RC cars in rp2 have taught me anything, it's when vehicles get smaller their physics bugs out more often, so we'll see how that plays out.

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