
Subject: Hardcore Renegade

Posted by [Titan1x77](#) on Thu, 29 Aug 2013 00:19:47 GMT

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Today, I'm happy to announce a new project I started last week

Improvements:

- All new score awarded for damage (unlike renegade where it gave a majority of the points to who gets the kill)
- An all new Rebalanced armor.ini (Orca/apache) (mutant skin) (explosions that actually kill you)
- Improved bones.ini (head 4x, chest 1.2x, ab's and pelvis 1.1)
- More variety between all characters health/armor/speed/jump velocity across the board (new armor, some lighter armor which you'll run faster with)
- Powersuit will be tiberium resistant (which is what it was meant to do)
- Every weapon will be rebalanced, tested against each character and vehicle
- Health regeneration for all characters with free characters with the least rate and least amount upwards to tier3 having fastest rate with the most amount.
- 1 new Demolition character for each team with 2 of each C4 and 2 weapons (AoN, a shotgun and grenade launcher)
- 1 rebalanced mutant per team (who will only regenerate in tiberium)
- Anti-aircraft rocket solidier

SSGM plugins used:

- Veterancy System (with different levels and upgrades)
- AntiSpawnKill
- no absurd crates, no vehicle shells, no crazy mine/vehicle limits, no weapon drops

*Open to other possible ideas for server side settings

Early ideas:

- Tech levels based on total team credits earned (doesn't have to be saved, just earned) or based on harvester unload count
- AI harvey that will carry 2 passengers (not drivable, just ride-able)
- Ladder/ranking system based on SPM
- Volt rifle will do direct damage to health as it bypasses any armor (does not apply to vehicles or buildings)
- No refills on health/armor, only refill ammo
- Desert Eagle for havoc/sakura and hottie/tech
- Nod will get the recon bike back and it's SSM(flying maps only with BD), GDI will get it's A10 Napalm bomber (on Flying maps with BD) (A10 might be a Airstrike called in to select areas for either team...maybe !vet reward)
- Tier 2 sniper is silenced
- Radar improvements, larger radius and map background.
- Screen shake improvements (less overall but with heavy shells and C4 remaining about the same)

Summary:

Personally, I miss vanilla Renegade, maybe it's for nostalgic reasons, but renegade hasn't felt the same for quite some time. The games and wars I played in felt so much more competitive in the early days.

I feel the urge to strip some of the outrageous game changing elements in "today's" renegade, but also give it a fresh feel, keeping people trying new tactics with having new character classes (ex. demolition class), subtle changes (ex. sydney suit is tiberium resistant and less explosive damage), more emphasis on tank/mine limits (Tanks to buildings and mines to doors ratio per map)

I think health regeneration will be a big change, but I'm planning on upping the infantry on infantry damage to be much higher, thus rewarding the quicker skilled shooter, by dropping his enemy in less time and being able to heal in a reasonable time. Let me get into how this works in it's current state...

Free Infantry-

After 6 seconds of taken the initial damage, which will have to be below a threshold (20% of full).

ex. 100 health, it activates at 80 health left and shuts back off after you max back out >80(which can now only be 99 max)

Tier 1- 5.5 seconds and 20%

Tier 2 - 5 seconds and 20%

Tier 3 - 4.5 and 20%

I could set the time for everyone at x seconds but change the percent you get back for each tier.

Why I'm doing this and how?

I started playing again to show my girlfriend (who is also a gamer) how great C&C mode was. I still think this gamemode is one of the best to this day.

Initially, I wanted to make another map in my spare time and just enjoy doing so. Level design was just as engaging as playing. But the more i thought about it, and the more I was frustrated with playing "today's" renegade, I said "forget making a map for weeks/months at a time and start a project to completely rebalanced renegade"

At first, i thought, could i make a TC using renegade's assets? Surely I can't distribute it for free? But using a valid serial I could (the old fashion way)

Then I figured the good ole .pkg system could workno cameras.ini though :/

The server would just run the .pkg mod, no other .mix maps needed, otherwise i think if both are run it still causes 0 bug?

I could make weekly builds and tweak settings with minimal downloading as all players have the standard maps I could add any custom map into the .pkg with it's files and you would only download what has changed or added to the .pkg when you join the server.

Each map will have to have its temps20.ddb changed (standard maps don't have them) to only use the default purchase menu's and any other turrets or map essential objects "temped" will be reviewed or modified to fit the new damage/points system.

I've got 90% of the infantry setup with their weapons, going forward I'll be working on the vehicles next.

This will be an open project where anyone can contribute ideas, new models, textures, animations... whatever you want to help with, if not I'll work with what is in game. Not sure where I'll be hosting the forums/site, but I'd like to start gathering beta testers and get some reaction to if this would be something people are interested in? I could host a server or as it will be an open project anyone else may host it or give it a try.

I'm also going to redesign or create new levels with lesser used structures (such as if I can upgrade the radar to how it was pre 4.0 I'd use the Comm center) and capturable Silo's (in a 1, 3, or 5 domination style format) where you'll simply earn more credits for your team or a tech structure allowing for access to build certain units, or a shared ion/nuke control building set at a choke point where you can fight over the rights to activate beacons for your team. The ideas on what to reward teams with choke point controls are endless. But always keeping the true base destruction C&C mode the way to win the match.

I'd like to get some thoughts on what I can and can't do with .pkg distribution. Not sure how Brenbot handles them? also I wanted to hash check against the .ini files and .ddb so when the players have an old version or modified version it will automatically download the new one before joining vs. just kicking them. Any brenbot and/or TT4.0 experts know?

Also, instead of allowing skins (non-pure server) maybe a community of the top 2 skins (voted on) per team be chooseable for characters and vehicles in game, if something better comes along I'll just drop in the new character skin into the .pkg for the alternate skins. This way everyone sees you with your skin choice and allows the server to run on pure. Which I think C4 skins need to go and any skins in general. I'll meet the players who enjoy their skins halfway. Also, I'll make a clear sniper scope by default (or once again a vote on something fair), since the old one is so bad on certain maps, if it was true nightvision I'd use the original.

I understand with something like this I'll get a ton of reaction to things people cling to when they play renegade, maybe some people like shooting down orcas with their ramjet, maybe others dislike health regeneration, maybe people love to use their skins... Posting a ton of ideas like this is bound to catch flak, but keep an open mind and determine if this as a whole is something worth doing/playing at this juncture of renegade's life.

I wouldn't consider it to be a waste of time on my behalf, as flying thru settings in LE can be tedious but shouldn't take too long to setup or maintain.

Thanks to all of the people still scripting/developing, hosting servers, and playing the game still. It's really nice to still be able to jump into a game of renegade at almost anytime and see TT is still at work improving the game!
