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Subject: Renegade assault map  
Posted by [Naamloos](#) on Thu, 15 Jul 2004 10:44:41 GMT  
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This is a map, not a mod, so i don't know if i should posty it here or in the mod section...

Ok, i made an MP assault map out of SP mission 2.

Download it here [www.oafererules.tk](http://www.oafererules.tk)

(go to renegade files)

Thanks to sum41freaky for hosting it.

I would like to know you all think of the way i will be making assault versions, i try to keep it simple, jet very fun.

Please also post what i should change.

Also read the readme, a lot of people don't do that but i would like it if you did this time.

have fun.

Edit: i did NOT use the .lvl file of mission 2, only the W3D already inside LE.

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Subject: Renegade assault map  
Posted by [Sir Kane](#) on Thu, 15 Jul 2004 11:30:40 GMT  
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Remember, it's ' not `.

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Subject: Renegade assault map  
Posted by [Naamloos](#) on Thu, 15 Jul 2004 12:11:40 GMT  
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FINE! you win! '!

Now that you won go get the map

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Subject: Renegade assault map  
Posted by [htmlgod](#) on Thu, 15 Jul 2004 12:15:27 GMT

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How about posting some pictures?

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Subject: Renegade assault map  
Posted by [Naamloos](#) on Thu, 15 Jul 2004 13:33:47 GMT

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Good idea.... brb....

Ok here are some:

<http://www.n00bstories.com/image.view.php?id=1115672246>

<http://www.n00bstories.com/image.view.php?id=1331394517>

<http://www.n00bstories.com/image.view.php?id=1161223375>

<http://www.n00bstories.com/image.view.php?id=1384168154>

<http://www.n00bstories.com/image.view.php?id=1235440979>

<http://www.n00bstories.com/image.view.php?id=1105994417>

So, there are some screens.

I also wan't to say that the score system is changed.

Edit: the repair gun repairs deferent... it also has an alt fire... The bots aim like if the use big heads or something, they almost always hit you in the head.

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Subject: Renegade assault map  
Posted by [TheGunrun](#) on Thu, 15 Jul 2004 14:37:53 GMT

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I thought it was a ut2k4 assult map... Someone should make one though. I would like to see renegade rendered though ut2k4 engine.

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Subject: Renegade assault map  
Posted by [Naamloos](#) on Thu, 15 Jul 2004 15:17:59 GMT

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Now why would i post an UT2k4 map in a renegade forum? :rolleyes:

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Subject: Renegade assault map  
Posted by [maj.boredom](#) on Thu, 15 Jul 2004 16:19:28 GMT  
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... a Renegade version of a UT2k4 map.

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Subject: Renegade assault map  
Posted by [Naamloos](#) on Thu, 15 Jul 2004 17:53:39 GMT  
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Does anyone even download it? >\_<

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Subject: Renegade assault map  
Posted by [sum41freaky](#) on Thu, 15 Jul 2004 17:58:07 GMT  
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last hour  
3 ppl downloaded it  
i think

but maybe 4 not sure

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Subject: Renegade assault map  
Posted by [Deactivated](#) on Thu, 15 Jul 2004 17:58:08 GMT  
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Naamloos  
I also wan't to say that the score system is changed.

\*want

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Subject: Renegade assault map  
Posted by [Naamloos](#) on Thu, 15 Jul 2004 19:20:26 GMT  
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Don't go off topic please.

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Subject: Renegade assault map  
Posted by [Hav0c](#) on Thu, 15 Jul 2004 20:04:56 GMT  
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Needs an overhaul, i prefered to play the SP version of it.  
FPS was a constant 12 -\_-

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Subject: Renegade assault map  
Posted by [Naamloos](#) on Thu, 15 Jul 2004 20:38:17 GMT  
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Than you pc is even worse than mine, i have 30 on it.

It's the bots, i will remove some in the next version... but i need some idea's.

Btw, C&C\_Assault\_Snow\_Storm won't have low FPS, here a screen:

<http://www.n00bstories.com/image.view.php?id=1071139627>

There is still a lot to do, like adding fog, and ofcourse the snow. when that and more is added it should be around 40 FPS (for me, if you have a good pc it will be beter)

I also wan't to say that you have a great view from the bomber in that map

Edit: You won't be able to use the bomber on that map unless the SAM's are destroyed, they are evil

Edit2: That bomber makes me think of the helix in ZH...

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Subject: Renegade assault map  
Posted by [Hav0c](#) on Thu, 15 Jul 2004 21:34:13 GMT  
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All the Bots were facing the walls and none of the AI Tanks or Gun Emplacements fire.

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Subject: Renegade assault map  
Posted by [Naamloos](#) on Thu, 15 Jul 2004 22:14:24 GMT  
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Read the readme about the bots... but since no1 reads it... Bots will go "mad" once the first few shots are fire at the enemy team, wait a minute and they will act if nothing happened, it`s a bug i cannot fix.

The Nod tanks and other defences fire, you may be out of their range... i will give them a range of 600 or something, lol.

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Subject: Renegade assault map  
Posted by [mattc1515](#) on Fri, 16 Jul 2004 20:13:12 GMT  
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i get 'this page cannot be displayed' and i really want to get this 1

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Subject: Renegade assault map  
Posted by [Naamloos](#) on Fri, 16 Jul 2004 23:45:25 GMT  
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Try later

Btw, "snow storm" is going great, the only problem i have so far is that when you are in the dam... facing the obi/pp i get a big FPS drop. (from 35 to 6!)

It's not the snow... but i think it has something to do with the textures of the obi. But i can't be sure.

More info about that map coming soon. (it will be better than this map)

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Subject: Renegade assault map  
Posted by [icedog90](#) on Sat, 17 Jul 2004 01:23:42 GMT  
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This level has terrible FPS, I'm getting 20 FPS. No, my computer does not suck, my regular FPS is 70 - 120. You need to understand that you don't make a level to suit your needs, because not everyone has the same computer as you. You should ALWAYS make sure your level works decent on even the slower systems. You don't say everyone has sucky computers, you fix the problem to suit EVERYONE'S needs.

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Subject: Renegade assault map  
Posted by [Naamloos](#) on Sat, 17 Jul 2004 10:52:08 GMT  
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Yup, next map won't have AI bots.

When i tested Com Center when there were no bots on it, it was lagless, but when over 30 bots were made the FPS started dropping.

But this was only a test. If the next assault map sucks i will stop making them and go kill myself for being stupid

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