Subject: Looking for some help with a Perfect Dark mod...
Posted by rm5248 on Wed, 04 Aug 2004 16:59:37 GMT
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I've started work on a Perfect Dark mod for Renegade, if anybody would like to help.   Just reply in this thread if you can help in anyway, or go to the official IRC channel, #PDmod on irc.n00bstories.com

Subject: Looking for some help with a Perfect Dark mod...
Posted by Majiin Vegeta on Wed, 04 Aug 2004 17:05:43 GMT
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GL with this.. would be interesting =)

Subject: Looking for some help with a Perfect Dark mod...
Posted by Slash0x on Wed, 04 Aug 2004 18:06:07 GMT
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Majiin VegetaGL with this.. would be interesting =)
DITTO!

Subject: Looking for some help with a Perfect Dark mod...
Posted by flyingfox on Wed, 04 Aug 2004 18:12:26 GMT
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I assume that by help you mean modellers, level designers and the like. Any PD veteran could give you all the information about the levels, characters, weapons, how much ammo they hold, how many hits people can take from what weapon to die.. I'd help in the level department but I've barely got into level designing and wouldn't be able to make more than a basic terrain. :oops:

Oh, and if you can pull off something like the farsight character tracking, I'll be v. impressed.

Subject: Looking for some help with a Perfect Dark mod...
Posted by rm5248 on Wed, 04 Aug 2004 18:17:49 GMT
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flyingfoxAny PD veteran could give you all the information about the levels, characters, weapons, how much ammo they hold, how many hits people can take from what weapon to die..

I have the game, an emulator to play it on my PC and strategy guide. I don't think I need any help with that.

flyingfoxOh, and if you can pull something like the farsight character tracking off in the Renegade engine, I'll be v. impressed.

Well there are cheats that make guns shoot through walls (wall hack)... The first time a cheat will ever help Renegade!

Subject: Looking for some help with a Perfect Dark mod...
Posted by Majiin Vegeta on Wed, 04 Aug 2004 19:40:55 GMT
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yea i think the gun that could see through walls   and shoot through them will be pretty hard to replicate O_o

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Subject: Looking for some help with a Perfect Dark mod...
Posted by rm5248 on Wed, 04 Aug 2004 21:04:54 GMT
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Majiin Vegetayea i think the gun that could see through walls   and shoot through them will be pretty hard to replicate O_o

Mod the wall hack cheat to work for just 1 gun. =/ Dunno how though...

Subject: Looking for some help with a Perfect Dark mod...
Posted by TheKGBspy on Thu, 05 Aug 2004 07:32:45 GMT
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hum sound interesting but as said before... good luck.

Far sight will be something to do.. since we cant add extra sniper view.. you can only stick to one sniper sight (Falcon2 (scoped), sniper rifle, farsight...) so goo dluck with these. Even worste... Magnum LX and Calisto NTG hight impact shell that pass trought doors (not other gun bullets.. except far sight).... Dont forget dragon(but this one m8 be possible), Fly-by Slayer Rocket... Auto-aim Mag 20, Treaths detector....

There is a bunch of stuff that you wont be able to do.. but for standard combat using some option of each gun.. sound good anyway

and yea i was a GE/PD fan.. and i was waiting for PDZ!!!! damn that is very sad that Rare got bought by microsoft and... no more PDZ...

Subject: Looking for some help with a Perfect Dark mod...
Posted by Slash0x on Thu, 05 Aug 2004 07:56:57 GMT
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Majiin Vegetayea i think the gun that could see through walls   and shoot through them will be pretty hard to replicate O_o
I would think you would have to duplicate the cloth texture and edit how the projectile works on all of the terrain collisions. Then just set it like the Ramjet to shoot thru 999 layers of cloths before it stops.

For the extra view, maybe an option will come up in the future.

TheKGBspyand yea i was a GE/PD fan.. and i was waiting for PDZ!!!! damn that is very sad that Rare got bought by microsoft and... no more PDZ...

Hmm...sounds a lot like what happened to WW.... What is it? Great game companies get bought out?

Subject: Looking for some help with a Perfect Dark mod...
Posted by Phoenix - Aeon on Thu, 05 Aug 2004 08:30:59 GMT
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Except that Rare are developing PD Zero at the moment.

Subject: Looking for some help with a Perfect Dark mod...
Posted by gendres on Thu, 05 Aug 2004 14:59:18 GMT
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I thought Rare didn't exist anymore

Subject: Looking for some help with a Perfect Dark mod...
Posted by rm5248 on Thu, 05 Aug 2004 15:30:37 GMT
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gendresI thought Rare didn't exist anymore

http://www.rareware.com/

Subject: Looking for some help with a Perfect Dark mod...
Posted by Sn1per XL on Thu, 05 Aug 2004 15:53:31 GMT
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You better have elvis! lol he was always fun to play as.

Subject: Looking for some help with a Perfect Dark mod...
Posted by smwScott on Thu, 05 Aug 2004 19:14:36 GMT
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Renegade isn't exactly a good engine to develop this on. If you're serious about making the mod then do it for Doom 3 or Half-Life 2. That way it'll be much better and get the recognition it deserves (assuming you do a good job).

Also, Doom 3 is the perfect engine for Perfect Dark, the look of the game is already very similar.

Subject: Looking for some help with a Perfect Dark mod...
Posted by icedog90 on Thu, 05 Aug 2004 20:58:49 GMT
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I'm barely convinced that "wall hack" even exists. It's mostly just something made up by n00bs who would get killed behind a rock because of lag, but are too stupid to figure that out and call it "wall hack."

Even if "wall hack" exists, I highly doubt you can modify it to work for only one weapon.

Subject: Looking for some help with a Perfect Dark mod...
Posted by rm5248 on Thu, 05 Aug 2004 21:30:54 GMT
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smwScottRenegade isn't exactly a good engine to develop this on. If you're serious about making the mod then do it for Doom 3 or Half-Life 2. That way it'll be much better and get the recognition it deserves (assuming you do a good job).

Also, Doom 3 is the perfect engine for Perfect Dark, the look of the game is already very similar.

Don't have either game.

icedog90I'm barely convinced that "wall hack" even exists. It's mostly just something made up by n00bs who would get killed behind a rock because of lag, but are too stupid to figure that out and call it "wall hack."

I saw a screen shot of a person shooting people through a wall on Prison camp, I'm not sure if it is a glitch though. =/
Even if "wall hack" exists, I highly doubt you can modify it to work for only one weapon.

Subject: Looking for some help with a Perfect Dark mod...
Posted by smwScott on Thu, 05 Aug 2004 21:46:52 GMT
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icedog90I'm barely convinced that "wall hack" even exists. It's mostly just something made up by n00bs who would get killed behind a rock because of lag, but are too stupid to figure that out and call it "wall hack."

Even if "wall hack" exists, I highly doubt you can modify it to work for only one weapon.

Actually, on my old laptop sometimes I could see through certain walls and objects in the map. I could even shoot through them too. I obviously wasn't cheating, it was just a glitch with the graphics card. I got new drivers and it fixed it. So there definitely is "wall hack."

Subject: Looking for some help with a Perfect Dark mod...
Posted by NeoX on Fri, 06 Aug 2004 01:09:27 GMT
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I second it to be made on a differnt engine its a waste of time and effort to be dont on the renegade engine.

Subject: Looking for some help with a Perfect Dark mod...
Posted by Sn1per XL on Fri, 06 Aug 2004 01:26:45 GMT
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The Renegade engine would be perfect for the mod...I'll help you once A New Hope releases a public beta.

Subject: Looking for some help with a Perfect Dark mod...
Posted by NeoX on Fri, 06 Aug 2004 04:04:51 GMT
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The original perfect dark had better infantry physics then renegade... and the way it played renegades engine sucks dick im sorry to say for this type of mod no matter what you do to it with the scripts it will never have good infantry...sorry to say. i think mainly why it appeals to make mods for it is the fact of how easy it is to put struff ingame ect... but other then that there are alot of better engines.

Subject: Looking for some help with a Perfect Dark mod...
Posted by NeoX on Fri, 06 Aug 2004 04:07:45 GMT
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Also on another note could you contact me on MSN I have a project that you may be interested in working with no its not a mod. Add me neoxmatrix@hotmail.com

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Subject: Looking for some help with a Perfect Dark mod...
Posted by rm5248 on Fri, 06 Aug 2004 10:24:09 GMT
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Sn1per XLThe Renegade engine would be perfect for the mod...I'll help you once A New Hope releases a public beta.

Some things are of course not possible with the engine, but it can be pretty close.

Subject: Looking for some help with a Perfect Dark mod...
Posted by icedog90 on Fri, 06 Aug 2004 15:30:28 GMT
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smwScottActually, on my old laptop sometimes I could see through certain walls and objects in the map. I could even shoot through them too. I obviously wasn't cheating, it was just a glitch with the graphics card. I got new drivers and it fixed it. So there definitely is "wall hack."

Yes, but it's not a hack, it's a glitch. So instead of it being "wall hack," it would be considered "wall glitch."

Subject: Looking for some help with a Perfect Dark mod...
Posted by vloktboky on Fri, 06 Aug 2004 23:41:33 GMT
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icedog90I'm barely convinced that "wall hack" even exists. It's mostly just something made up by n00bs who would get killed behind a rock because of lag, but are too stupid to figure that out and call it "wall hack."

Even if "wall hack" exists, I highly doubt you can modify it to work for only one weapon.

It exists, and it's over a year old.

Subject: Looking for some help with a Perfect Dark mod...
Posted by smwScott on Sat, 07 Aug 2004 20:47:34 GMT
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icedog90smwScottActually, on my old laptop sometimes I could see through certain walls and

objects in the map. I could even shoot through them too. I obviously wasn't cheating, it was just a glitch with the graphics card. I got new drivers and it fixed it. So there definitely is "wall hack."

Yes, but it's not a hack, it's a glitch. So instead of it being "wall hack," it would be considered "wall glitch."

My point was that if it already exists in the game as a glitch, it probably wouldn't be very difficult to reproduce the glitch in the form of a cheat. If someone talks about a wall hack I definitely wouldn't rule them out completely.

Subject: Looking for some help with a Perfect Dark mod...
Posted by Genocide on Sat, 07 Aug 2004 22:20:06 GMT
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Ever thought of creating a new projectile with no collision?

Subject: Looking for some help with a Perfect Dark mod...
Posted by flyingfox on Sat, 07 Aug 2004 23:17:19 GMT
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I can see one viable improvement in taking PD to a BIOS operated system o any game software. PD on the nintendo64 wasn't the easiest thing to control. Sure, you could stand and use right shift to move your weapon freely around the screen, but other than that you had to use the C keys and it was a little difficult to get into the proper position at times. But I suppose you could say that for any FPS shooter on the N64.

Subject: Looking for some help with a Perfect Dark mod...
Posted by gendres on Sun, 08 Aug 2004 05:15:44 GMT
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Well, GoldenEye was pretty easy to handle

Subject: Looking for some help with a Perfect Dark mod...
Posted by flyingfox on Sun, 08 Aug 2004 19:21:54 GMT
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You gotta agree though, games played on a mouse and keyboard give you a lot more freedom than that wacky nintendo 64 controller did.

Subject: Looking for some help with a Perfect Dark mod...

Posted by NeoX on Sun, 08 Aug 2004 22:13:53 GMT
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The N64 had the best controler for FPS games altho I still perfer the mouse and keyboard the N64 was the best console for those type of games Ps2 and PS1 and xbox have shitty controlers for FPS games.

Subject: Looking for some help with a Perfect Dark mod...
Posted by Joe on Sun, 08 Aug 2004 22:52:58 GMT
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Subject: Looking for some help with a Perfect Dark mod...
Posted by NeoX on Sun, 08 Aug 2004 23:54:58 GMT
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You a homo. Lol

Subject: Looking for some help with a Perfect Dark mod...
Posted by gendres on Mon, 09 Aug 2004 04:36:34 GMT
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flyingfoxYou gotta agree though, games played on a mouse and keyboard give you a lot more freedom than that wacky nintendo 64 controller did.

Yeah, nothing beats the mouse and keyboard.... I still have to play an FPS in a console other than Halo (which at the start was way too hard, but after some time i got used), haven't tried adny of the new controllers yet...