Subject: is there an RPG mod..?
Posted by thejonbell on Mon, 15 May 2006 03:18:21 GMT
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i've been looking for weeks... is there, at all, anywhere, a working Rpg mod for renegade?

Subject: Re: is there an RPG mod..?
Posted by Canadacdn on Mon, 15 May 2006 03:20:49 GMT
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No, however there is a very good map that is in beta stages right now, but is near completion. I'm talking about Roleplay 2. Check more of it out and download it at http://www.renrp2.tk.

Subject: Re: is there an RPG mod..?
Posted by Kamuix on Mon, 15 May 2006 03:23:39 GMT
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Subject: Re: is there an RPG mod..?
Posted by GrayWolf on Mon, 15 May 2006 05:12:30 GMT
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OMG THAT DUDE STOLE MY IDEA!!!

Holy shit.... Thats the first time thats ever happened to me... lol

OMG OMG OMG WOW!!!!

Subject: Re: is there an RPG mod..?
Posted by Oblivion165 on Mon, 15 May 2006 13:27:20 GMT
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Im not an RPG fan, but im a fan of ideas and possible features.

<Script Idea>

A script to read/write player stats. All stored on servers so it cant be locally hexedited.

A semi-massive map with typical RPG things to do, and weapon strengths are a direct result to

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the stats you earn.

Stats displayed on screen (Top Right) in text. Two races, no war between them. A third 100% AI race that the two other races are at war with.

A Quest script for giving sequenced events.

Wilderness for raising stats.

Creation scripts for making items. When certain things are equipped.

Items are a problem, but could be command line.
/Item Health25 kind thing.

Hell i think i just talked myself into this. However its a massive project and likely wont happen.

Im actually into this.