Subject: Mutation Mod for Renegade
Posted by Jerad2142 on Mon, 15 Jan 2007 17:35:01 GMT
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I'm making a mutation mod for Renegade. Its going to be set up so that if you are killed by the enemy you change teams to nod. At the start of the game there will be one solder on Nod and the rest will be on GDI. Once there is only one soldier left on GDI the game will end and he is the winner. The buildings on GDI will be invincible and GDI will not have base defenses, nod will have an obelisk that will only shoot at vehicles. There are only two problems with this mod, 1 its going to be a .pkg file (which some people really don't like, some it doesn't matter so it won't be a problem for them). And 2 its going to need a multi scripts loader (Hopefully jonwil will include it in his next scripts package). I'm trying to decide what the nod soldier should start as Visceroid, Acolyte, Initiate, Templar, Petrova, or Raveshaw. After the first nod soldier the selection will be random, but if you guys wouldn't mind saying what soldier the first nod soldier should start as it would be helpful.

Subject: Re: Mutation Mod for Renegade
Posted by Nightma12 on Mon, 15 Jan 2007 18:52:39 GMT
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i am already in the process of making this mod.... and have been for a long time

im just waiting for ScriptsSE to be complete which will allow me to make this game mode better

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Subject: Re: Mutation Mod for Renegade
Posted by Jerad2142 on Mon, 15 Jan 2007 18:57:48 GMT
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I already have my scripts complete!

Subject: Re: Mutation Mod for Renegade
Posted by Nightma12 on Mon, 15 Jan 2007 19:30:28 GMT
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lol... thanks 4 stealing my planned feature   ive been waiting for ScriptsSE -.-

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Subject: Re: Mutation Mod for Renegade
Posted by OWA on Mon, 15 Jan 2007 19:59:10 GMT
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Jerad Gray wrote on Mon, 15 January 2007 17:35 but if you guys wouldn't mind saying what soldier the first nod soldier should start as it would be helpful.

I think either having Petrova or Raveshaw first is a good bet.

Subject: Re: Mutation Mod for Renegade
Posted by Jerad2142 on Mon, 15 Jan 2007 20:16:09 GMT
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Nightma12 wrote on Mon, 15 January 2007 12:30lol... thanks 4 stealing my planned feature   ive been waiting for ScriptsSE -.-

No I stole Star Trek Voyager Elite Force's features, and use the name Renegade would have called it, I haven't even herd of you mod before.

Subject: Re: Mutation Mod for Renegade
Posted by bisen11 on Mon, 15 Jan 2007 23:50:11 GMT
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Sounds cool, whoever is making it. I'd suggest Ravashaw as the first one. Then the rest could be initiates.

Subject: Re: Mutation Mod for Renegade
Posted by Veyrdite on Tue, 16 Jan 2007 08:02:01 GMT
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one prob. people are going to sit around and hide till they win. you need to make a kill timer, so if they dont kill someone in the certain amount of time they get changed to nod. resets after every kill.

Subject: Re: Mutation Mod for Renegade
Posted by Whitedragon on Tue, 16 Jan 2007 08:05:04 GMT
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You should make it a server side mod.

Subject: Re: Mutation Mod for Renegade
Posted by nopol10 on Tue, 16 Jan 2007 08:56:36 GMT
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Nightma12's version is supposed to be included with NightRegulator.

Subject: Re: Mutation Mod for Renegade
Posted by Jerad2142 on Tue, 16 Jan 2007 18:57:40 GMT
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After careful thought and consideration, I have decided to step down, and allow Nightma12, to take the spotlight, mainly because I thought how immensely overjoyed I would be (sarcasm) if some one else also started making a mod like one of mine. Plus two mutation servers sharing the community would only get half of the people one would (obviously, unless they were always full). And finally I already have three mods I am working on, and they (L.O.R. and Renitbusters) don't get worked on very often, so I have no need to split my time up over four mods nothing would get done. But keep giving suggestions; they will help make it better and it will make it more fun for everyone. But if after his mods release there are enough people who would want a slightly different mod, I am keeping the scripts and what I have done so far, so it wouldn't take long for me to release.

Subject: Re: Mutation Mod for Renegade
Posted by Nightma12 on Tue, 16 Jan 2007 19:53:23 GMT
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yeah - dw about it i guess i havnt really advertised it its just been discussed here and there

but ive had this in planning for at least a year ive just been waiting for the right tools to do the job

check PMs