
Subject: Gateshead Re-release
Posted by [Cpo64](#) on Thu, 08 Feb 2007 04:01:46 GMT
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Got board, so I fixed up Gateshead a bit.
Terrain etc is still all the same. But I have fixed up several things in LE.

NOD:
Construction Yard now repairs buildings correctly,
Repair Pad now works correctly,
Base Defences are a bit better laid out.
Tailgun defences are now a bit better, user controlled ones have been removed, but AI ones now have been repositioned and have more flexibility.

GDI:
MRLS and Med Tank have been re-added.
Gunboat defences now give less points to NOD.
There are now three gun boats.
Gunboat ammunition is now much more dangerous (using mrls rockets.)
Gunboats now give 1 credit per second, each, for a total of 3 credits.

These changes I believe will make it much more balanced, and much more playable.

C&C_Gateshead_AD
http://www.appointedfate.com/renegade/gateshead_ad.zip

There will be a non-dedicated server hosted by myself running for a while, so if you want to join me, your welcome to.

Subject: Re: Gateshead Re-release
Posted by [Ryu](#) on Thu, 08 Feb 2007 05:31:06 GMT
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Nice, I found a little glitch, I'll render and post the movie later, Right now I'm tired, Bed!

Subject: Re: Gateshead Re-release
Posted by [Cpo64](#) on Thu, 08 Feb 2007 05:33:01 GMT
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Glitch? o.O only thing I can think of, is maybe a floating tree?

Subject: Re: Gateshead Re-release
Posted by [Ryu](#) on Thu, 08 Feb 2007 05:35:20 GMT

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Negative, Sir.

I'll render it now, And upload.

EDIT: [Http://distortiagaming.com/files/Glitch.wmv](http://distortiagaming.com/files/Glitch.wmv)

Subject: Re: Gateshead Re-release

Posted by [Cpo64](#) on Thu, 08 Feb 2007 06:01:48 GMT

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LMAO...

I guess... the wall isn't high enough,

There are a few things I would like to fix about the terrain, such as, a higher wall, some misaligned veticies (tib field) blocking off access to certain areas. But I don't have the gmax file anymore... so there isn't much I can do.

As for the issue you showed specifically... I don't think it will effect game play that much, if the wall was there, you would have hit it, and almost certainly blown up as a result of the fall. So in the end the result is the same.

Edit: Bah you cheated, editing the vehicle to make it go faster

Under normal circumstances, the buggy barely even leaves the hill side!

Subject: Re: Gateshead Re-release

Posted by [Ryu](#) on Thu, 08 Feb 2007 08:12:36 GMT

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Kekeke, Big map, Wasn't going to go at slow speeds. ;D

Subject: Re: Gateshead Re-release

Posted by [CarrierII](#) on Thu, 08 Feb 2007 09:44:45 GMT

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Cnc130 drop editor, use it to drop an apache, use that if flying isn't enabled already. That's what I do when the map is huge. Buggers up sometimes though...

Subject: Re: Gateshead Re-release

Posted by [Ryu](#) on Thu, 08 Feb 2007 10:41:34 GMT

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It would have got stuck half way in the airstrip.

Tho, F8 + edit = Fast speeds on buggy. ;-D

Subject: Re: Gateshead Re-release

Posted by [Cpo64](#) on Thu, 08 Feb 2007 18:10:39 GMT

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The map actually isn't that big o.O

Hell, the nod base is half the map.

Subject: Re: Gateshead Re-release

Posted by [Veyrdite](#) on Fri, 09 Feb 2007 06:03:43 GMT

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Quote: Tho, F8 + edit = Fast speeds on buggy. ;-D
what do you mean by edit? alt or somethin?

map is to simple and blank. need more objects, large rocks, ruins, thick plants etc round the map.
maybe a dsapo walls placed at the gdi base entrance.

also, if it was held on a small server, a noddie could be a ravshaw and shred a gdi whenever he spawns.

any chance we could move the gunboats a little closer so it can be repaired with a hottie? engine would be too close though.

empty vehicle spawns in both bases to cover ground quicker at the beginning of game would also make it less boring.

Subject: Re: Gateshead Re-release

Posted by [Cpo64](#) on Fri, 09 Feb 2007 07:10:21 GMT

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How could a ravshaw shred gdi spawns? to be close enough, he would be pounded by the gunboats. And the tents have a small entrance o.O

Gunboats are only there to give Nod something to shoot at if GDI team sucks, Nod shouldn't really leaving their base. Repair them? It takes a hell of a long time to kill them, only way I found to do it is with an arty from long range. And generally if your sitting there shooting at something, GDI would come and find you, and remove you as a threat. If GDI's defence was too easy, they would always win, as, they don't have a base to destroy (unless beacons are enabled).

I considered walls, but they seemed counter intuitive. It is supposed to give you the impression GDI just arrived. And it takes a while to build concrete walls.

Rocks probably would have been a good idea But then this is taking place on top of an ice shelf, the fact there are tree's is pushing it.

GDI probably could have had a couple of hummers at the start, but my experience with vehicle spawns is they are generally annoying. Most servers start with at least 150 credits, So within the first two min you will have enough to buy a vehicle, and there are the near by nod defences to take out on foot if your board anyways.

Nod, start vehicles? again, they are supposed to be defending.

I appreciate your input, however, I disagree. And this was more an attempt to fix my original release. As it had several building issues, and other bugs.

Subject: Re: Gateshead Re-release

Posted by [Ryu](#) on Fri, 09 Feb 2007 12:35:44 GMT

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When you press F8 you go into console, Thus you can use a few commands, Just type "edit" in console and hit enter, Then you can modify the speeds on tanks, It's mass, And Suspension constant and damping.

So fast buggys ftw! ;-D

Subject: Re: Gateshead Re-release

Posted by [Theboom69](#) on Fri, 09 Feb 2007 12:49:21 GMT

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Hey can you share how you made the veh's come in bye heli and not thro a building?

Subject: Re: Gateshead Re-release

Posted by [Jerad2142](#) on Fri, 09 Feb 2007 15:47:44 GMT

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He did it with cinematics.

Subject: Re: Gateshead Re-release

Posted by [Theboom69](#) on Fri, 09 Feb 2007 15:56:40 GMT

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Witch is what?

I know stuff but i don't know alot about that.

Subject: Re: Gateshead Re-release
Posted by [Jerad2142](#) on Fri, 09 Feb 2007 16:21:59 GMT
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Files like this:

File Attachments

1) [m10_gdi_drop_hummvee.txt](#), downloaded 140 times

Subject: Re: Gateshead Re-release
Posted by [Cpo64](#) on Fri, 09 Feb 2007 19:32:08 GMT
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I cloned the Nod Airstrip controller, replaced the cinematic used by it with a custom one thats more appropriate for GDI.

Subject: Re: Gateshead Re-release
Posted by [Theboom69](#) on Fri, 09 Feb 2007 19:51:34 GMT
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Can you upload it so i can download it?

Subject: Re: Gateshead Re-release
Posted by [Cpo64](#) on Fri, 09 Feb 2007 20:03:09 GMT
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Here it is,
Ensure cargo.w3d stays near by. You might be able to rewrite it so it doesn't need it, I honestly can't remember since its been years.
You may need to edit this line:
-1 Create_Real_Object, 5, "GDI_Transport_Drop", 1, "BN_Trajectory"
GDI_Transport_Drop is a tempted copy of the GDI Transport Helicopter, that has been set to "civilan" and its health and armour has been set to blamo (so people can't blow it up.) If you don't do this, it allows Nod to destroy it, preventing GDI from receiving the vehicle it was carrying.

File Attachments

1) [gdi_drop.zip](#), downloaded 126 times

Subject: Re: Gateshead Re-release
Posted by [Theboom69](#) on Fri, 09 Feb 2007 20:37:30 GMT
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Have Now idea what im doing with it but ok how do i make it work just add it with the map?

Also what would i change it to?

Sorry but ive never messed with this kinda thing.

Subject: Re: Gateshead Re-release

Posted by [Cpo64](#) on Fri, 09 Feb 2007 23:01:31 GMT

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sigh

If you haven't done any modding before, I wouldn't even recommend attempting this.

However,

1. Place the two files in your mod folder.
2. Go into Buildings -> Airstrip, then make a temp of mp_Nod_Airstrip.
3. Give it a name, I used mp_GDI_Airdrop but you can use whatever you want.
4. Click on the settings tab. Change PlayerType to GDI. If you are attaching it to a building, change MeshPrefix to the appropriate prefix. Change the damage reports to something more gdi appropriate, remove them all together. Or if your not attaching it to a building, ignore it all together. Change "CinematicLengthToDropOff" to 14.600 "CinematicSlotIndex" to 3 and "CinematicLengthToVehicleDisplay" to 0. Finally change "Drop-Off Cinematic" to "CnC_GDI_Cargo_Drop" or whatever you rename the txt file too.
5. Place the building control and car marker as you would for the airstrip.
6. Go into Object -> Vehicle -> GDI Vehicles -> GDI_Transport_Helicopter and temp that object.
7. Name the temp GDI_Transport_Drop. Click the settings tab. Change the Skin to "Blamo" and the Shield Type to "Blamo"

That should be it. If you don't understand the process, you probaly shouldn't even bother.
