Subject: Moving On...
Posted by Anonymous on Wed, 22 Jan 2003 08:05:00 GMT
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Well I have finished Cambodia DM, but the first version was too big. So tonight I will release the Official finished version to Renegade Realm, as L3f7y has given me ftp access. So expect to play a wicked bad ass Cambodia Death Match by tommarow.My next map is a CTF map set in a old west town, probably called "Tombstone", "High Noon" or "Scorpion".That one will be fun.Also im the makes is my cnc mode map "Chasm" and another map involving area 51 and scrin.Those of you who may have played cambodia, what did u think?

Subject: Moving On...
Posted by Anonymous on Wed, 22 Jan 2003 08:53:00 GMT
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hey everyoneIve really got into making the cnc_c130drop file for renegade for far ive managed to make indestructable vehicles, Stealth Vehicle and Secerete vehicles such as the cargo truck and commanche all of these drop onto the air strip the only problem ive found are with the hover craft the A10 Bomber and the cammanche they drop onto the airstrip the only thing is i cant get into them any ideas why ?

Subject: Moving On...
Posted by Anonymous on Wed, 22 Jan 2003 10:46:00 GMT
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you've got to go into the presets tab in commando editor and change their properties. You've got to change the actions to in and out or sumthing along those lines. and make sure that the number of seats is however many people u want to be able to get in it

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Posted by Anonymous on Wed, 22 Jan 2003 10:49:00 GMT
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Thats not gonna work if your making a C130 drop script.

Subject: Moving On...
Posted by Anonymous on Wed, 22 Jan 2003 11:14:00 GMT
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Not all vehicle models are driveable (without tweaking them).

Subject: Moving On...
Posted by Anonymous on Wed, 22 Jan 2003 11:15:00 GMT
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hummm whats commando editor ? and can i use it on the offical maps cos all my drops work on them when i run a sever everything has to be in the script file.

Subject: Moving On...
Posted by Anonymous on Wed, 22 Jan 2003 11:25:00 GMT
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oh yea you just reminded me i was wondering how to edit veicles like the cargo truck and surface to surface mobile rocket laurncher i want to be able to change things such as... health which i think i can do already, the number of people the vehicle can hold and what i really want to be able to do is change and add weapons to these vehicle i will apprieciate any thing you can offer.Thnx

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Subject: Moving On...
Posted by Anonymous on Thu, 23 Jan 2003 00:42:00 GMT
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If the vehicle doesn't have transitions, you won't be able to get into no matter what you do until you add some in LevelEdit, in which case it would now be a new map.

Subject: Moving On...
Posted by Anonymous on Thu, 23 Jan 2003 00:44:00 GMT
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Subject: Moving On...
Posted by Anonymous on Sun, 26 Jan 2003 11:41:00 GMT
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I havnt played it and i want the map!! WHere can i get it????!?!?!?!

Subject: Moving On...
Posted by Anonymous on Sun, 26 Jan 2003 11:46:00 GMT
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I have tested it over LAN with some friends and we hink it is really good for DM. It would be better if you didn't need to press "E" for ladders but anyway... it's great