Subject: Single player?

Posted by Anonymous on Thu, 23 Jan 2003 10:39:00 GMT

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Hello ,how can I create single player maps for Renegade? Is there any tutorial available?

Subject: Single player?

Posted by Anonymous on Thu, 23 Jan 2003 10:46:00 GMT

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Hey since my last post got flooded im here to ask a question about the cnc_c130drop file I want to be able to make killer chicken bots that drop onto the airstrip i seen them in a MOD once you could play as a dinosaur or a chicken the command for it in the cnc_c130drop script is cnc_nod_chicken but when i do that the game crashes and exits to desktop.Just wondering if anyone knows how to fix this AND GIVE ME KILLER CHICKENS !!!!!If you have the charector model of the chicken please email it to me sjezk3@hotmail.com ThnxKiler Chickens Copywrite to Carbon-Kid any Aircraft killer trys to steal my idea ill kick him in the nutz

Subject: Single player?

Posted by Anonymous on Thu, 23 Jan 2003 10:57:00 GMT

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yes - yes you can...tutorials?errr - not yet...check the evolution:link below...

Subject: Single player?

Posted by Anonymous on Thu, 23 Jan 2003 13:22:00 GMT

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what an idiot.

Subject: Single player?

Posted by Anonymous on Thu, 23 Jan 2003 14:10:00 GMT

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quote:Originally posted by DeafWasp:what an idiot.something funny here... Renegade has some chickens back in the first E3 demo... they were cruisin' around the barn they had in the map... when you shot them they exploded into bloody chunks.

Subject: Single player?

Posted by Anonymous on Thu, 23 Jan 2003 20:17:00 GMT

oh no its possible

Subject: Single player?

Posted by Anonymous on Thu, 23 Jan 2003 20:23:00 GMT

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quote:Originally posted by DoctorNerve: quote:Originally posted by DeafWasp:what an idiot.something funny here... Renegade has some chickens back in the first E3 demo... they were cruisin' around the barn they had in the map... when you shot them they exploded into bloody chunks. I was reffering to this: quote: any Aircraft killer trys to steal my idea ill kick him in the nutz

Subject: Single player?

Posted by Anonymous on Fri, 24 Jan 2003 00:15:00 GMT

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You can't do it in a C-130 drop file alone, making those models work requires modding in LevelEdit.

Subject: Single player?

Posted by Anonymous on Fri, 24 Jan 2003 17:30:00 GMT

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quote:Originally posted by DoctorNerve: quote:Originally posted by DeafWasp:what an idiot.something funny here... Renegade has some chickens back in the first E3 demo... they were cruisin' around the barn they had in the map... when you shot them they exploded into bloody chunks. OMG.... i need the bloody chunks explode animation

Subject: Single player?

Posted by Anonymous on Sat, 25 Jan 2003 02:03:00 GMT

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make a character animation for it, and i will implement it somehow...as far as blood and gore go... we just need those animations etc... i could do the rest

Subject: Single player?

Posted by Anonymous on Sat, 25 Jan 2003 13:30:00 GMT

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Yeah you just need to make an infantry model and give it animations. As for the copyright thing, generally you need to copy right something that doesn't already exist. Like you can copy right a model you make or the such but the idea of chickens alone isn't new.

Subject: Single player?

Posted by Anonymous on Sat, 25 Jan 2003 13:32:00 GMT

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I slightly remember in a mod way back that had buyable chicken characters. EDIT: they also pooped out tiberium as their weapon. [January 25, 2003, 13:42: Message edited by: Slicer238]

Subject: Single player?

Posted by Anonymous on Sat, 25 Jan 2003 13:40:00 GMT

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Carbon has had this idea for ages and if he wasnt banned for expressing his opinion (even tho it got a bit out of hand) he would help.

Subject: Single player?

Posted by Anonymous on Sat, 25 Jan 2003 19:54:00 GMT

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Experementing with N00B Chickens.. they can't die.. They got Oblisk Beams and great for Defending Beacons.. they can only die by getting run over and sucked into Airplane Engines... You get a million points for killing one...

Subject: Single player?

Posted by Anonymous on Sat, 25 Jan 2003 20:09:00 GMT

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Subject: Single player?

Posted by Anonymous on Sat, 25 Jan 2003 20:23:00 GMT

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Dare to Dream Big.. lol