
Subject: Skirmish mod!

Posted by [Spyder](#) on Fri, 16 Mar 2007 07:58:55 GMT

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I am remaking the whole skirmish map now with more and better bots including:

Infantry:

- Snipers
- Patches
- Rocket Soldiers
- Engineers
- All other usable infantry...

Tanks:

- Mammoth tanks
- Medium tanks
- MRLS
- Stealth tanks
- Flame Tanks
- Mobarts
- More

Spawners:

- New crate spawn in the small tunnel on the field.
- Advanced weapon spawners.
- New weapon spawns located here:
 - On top of the hill.
 - In front of the GDI and NOD tunnels
 - Near the bunkers.
- Fixed bot spawners for soldiers. No more glitch spawning with soldiers spawning in the walls.

Some more stuff which I don't know if possible:

- Engineers and Hotwires/Technicians repairing vehicles. (Is there a script for this that actually works?)
- Stealth Black Hand stealth suit drops.

In other words:

It's gonna be a skirmish version for either n00bs and advanced players. The bots will be rather violent, the tanks will be configured very good. If possible there will be two versions:

1. For the newbies. Low AI bots.
2. For the advanced player. High AI bots that make it look like a multiplayer game, containing vehicles in front of the enemies base and sniper bots with almost no weapon errors (means they are configured to hit you alot).

Hope everyone likes this idea and that it will be implented in the CorePatch 3 if that will be release.

Subject: Re: Skirmish mod!
Posted by [Goztow](#) on Fri, 16 Mar 2007 10:12:16 GMT
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For all standard maps?

Subject: Re: Skirmish mod!
Posted by [Spyder](#) on Fri, 16 Mar 2007 17:52:56 GMT
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For now on only C&C Under, but I'll be working on Field, Mesa, City, Walls and all other maps too

Subject: Re: Skirmish mod!
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 16 Mar 2007 20:18:46 GMT
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Is this for multiplayer practice?

If so, this is exactly what it needs.

Subject: Re: Skirmish mod!
Posted by [sharra](#) on Fri, 16 Mar 2007 20:36:41 GMT
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that will give some one someone good practice

Subject: Re: Skirmish mod!
Posted by [Spyder](#) on Sat, 17 Mar 2007 11:54:23 GMT
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Yes this will be for multiplayer practise !
And I will include a configuration file for it where it will say which maps to load. Under will be skirmish00.mix Field will be skirmish01.mix etc.

Subject: Re: Skirmish mod!
Posted by [Raptor RSF](#) on Mon, 30 Jul 2007 15:55:05 GMT
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just say where i can download that when its finished

but it will be alot of booring scripting i think lol

Subject: Re: Skirmish mod!

Posted by [Sn1per74*](#) on Mon, 30 Jul 2007 16:00:08 GMT

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TCUSniper wrote on Fri, 16 March 2007 02:58

Some more stuff which I don't know if possible:

- Engineers and Hotwires/Technicians repairing vehicles. (Is there a script for this that actually works?)
- Stealth Black Hand stealth suit drops.

I've seen someone put an enemy engineer near the other team, and the engineer repaired them. I'm pretty sure you can do stealth drops.

Subject: Re: Skirmish mod!

Posted by [Oblivion165](#) on Mon, 30 Jul 2007 16:17:53 GMT

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jasperbak_nl wrote on Mon, 30 July 2007 11:55just say where i can download that when its finished

but it will be alot of booring scripting i think lol

Probably is a dead project, the skirmish bots have a script on them that either we dont know about or someone isnt putting stuff on renhelp

EDIT:

@ Sn1per74 - two words, base defenses

Subject: Re: Skirmish mod!

Posted by [Sn1per74*](#) on Tue, 31 Jul 2007 01:39:47 GMT

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Oblivion165 wrote on Mon, 30 July 2007 11:17

@ Sn1per74 - two words, base defenses

Good point, but you could make him invincible and have him give no points.

Subject: Re: Skirmish mod!

Posted by [Tankkiller](#) on Tue, 31 Jul 2007 01:44:59 GMT

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use that script where the ai attacks everythink nod/gdi that moves!

Subject: Re: Skirmish mod!

Posted by [sadukar09](#) on Tue, 31 Jul 2007 21:03:44 GMT

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OMG! finally someone make this mod >_>

Subject: Re: Skirmish mod!

Posted by [Spyder](#) on Sat, 11 Aug 2007 08:22:06 GMT

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Sorry I quit Renegade and modding...Someone else make this.

Subject: Re: Skirmish mod!

Posted by [SWNight](#) on Sat, 11 Aug 2007 14:34:41 GMT

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I could make this. Do you still have the map files? If not then ill start from scratch.

Subject: Re: Skirmish mod!

Posted by [Spyder](#) on Tue, 14 Aug 2007 07:28:14 GMT

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Nope I don't have but I will still help you if you have any problems. You can reach me here:

foxhoundskull@hotmail.com -> MSN

foxhoundskull@gmail.com -> EMAIL

Subject: Re: Skirmish mod!

Posted by [Gen_Blacky](#) on Tue, 14 Aug 2007 16:36:47 GMT

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lol y do u quit ren

Subject: Re: Skirmish mod!

Posted by [SWNight](#) on Tue, 14 Aug 2007 17:50:24 GMT

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TCUSniper wrote on Tue, 14 August 2007 02:28Nope I don't have but I will still help you if you

have any problems. You can reach me here:
foxhoundskull@hotmail.com -> MSN
foxhoundskull@gmail.com -> EMAIL

Ok TCU, i've added you on MSN just incase .

Subject: Re: Skirmish mod!
Posted by [Spyder](#) on Thu, 16 Aug 2007 13:16:19 GMT
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Ok I accepted your request.

And:

I quit renegade because I thought it was getting too easy for me as an experienced player. Also I wanted to focus on runescape a bit more since I'm a member there, and my friends kept asking why I wasn't online that much. And I got sick of the complaints about me and cheating. It has NEVER been proved...
