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Subject: C&C\_StuntMania Beta 1

Posted by [c0vert7](#) on Sat, 17 Mar 2007 02:39:05 GMT

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Ok I have been working on a stunt park for about 2 days or so and decided its at the point of a beta release, I know of a few glitches, one being the buggy cant go through the coil ramp unless your going slow and thats a pain in the ass because tahts a huge map. The recon bikes however can fit through it. There are also a few known texture glitches and a few known unwelded areas. But other than that its been fun to test on. Theres a big bowl shaped area u can ride around in and do some pretty sweet tricks inside of. There is also plenty of ramps and stuff to do. Will have all the glitches fixed and some new car models in there by beta 2. Hopefully that will be the final beta before the final release.

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Subject: Re: C&C\_StuntMania Beta 1

Posted by [jamiejrg](#) on Sat, 17 Mar 2007 02:41:06 GMT

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Link?

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Subject: Re: C&C\_StuntMania Beta 1

Posted by [c0vert7](#) on Sat, 17 Mar 2007 02:44:24 GMT

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I tired to attach it but it keeps giving me an error imma go try to find a place to post it.

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Subject: Re: C&C\_StuntMania Beta 1

Posted by [jamiejrg](#) on Sat, 17 Mar 2007 02:49:14 GMT

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Use this

<http://www.megaupload.com/>

It's kinda hard to understand at first, but it works.

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Subject: Re: C&C\_StuntMania Beta 1

Posted by [Jerad2142](#) on Sat, 17 Mar 2007 02:52:54 GMT

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I suggest using this:

<http://www.filefront.com/>

it does not require everyone to sign up before downloading.

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The map it self will be to big to upload onto Renegade Official Forums.

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Subject: Re: C&C\_StuntMania Beta 1  
Posted by [c0vert7](#) on Sat, 17 Mar 2007 03:00:15 GMT  
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I found this site that doesnt need u to login.

<http://www.speedyshare.com/345589496.html>

thats the download link btw

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Subject: Re: C&C\_StuntMania Beta 1  
Posted by [jamiejrg](#) on Sat, 17 Mar 2007 03:35:52 GMT  
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Dling now

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Subject: Re: C&C\_StuntMania Beta 1  
Posted by [jamiejrg](#) on Sat, 17 Mar 2007 04:03:15 GMT  
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Ok, my report.

- 1) Pretty sure you forgot to include alot of your textures becuase i'm seeing alot of ww logos. unless you actually used the ww logo... then ya...
- 2) Can't fit car in tube (easy fix just scale it my man)
- 3) Buggy is WAY to slidy
- 4) Needs a better selection of vehcs
- 5) Skid sound is realy annoying, replace it.
- 6) Make the ground and walls boxes not plains. We get stuck in em to easy if they are plains.
- 7) I LIKE THE BOWL!
- 8 ) Add role bars to the buggies so they don't flip so much. I can help you with that.
- 9) The tube is needs a longer horizontal section at the top.

10) add more faces to the bowl for a smoother ride.

11) \*suggestion\* make the flames come out of the other side of the bikes gunz so it looks like it has uber huge jets

I think this map has alot of potential. But i think you also have alot to learn. Stick with it and talk about it here and we will help you.

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Subject: Re: C&C\_StuntMania Beta 1  
Posted by [c0vert7](#) on Sat, 17 Mar 2007 04:24:52 GMT  
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1. All the textures were there in the editor cache :\*(
  2. Already known
  3. Will get on that
  4. Will have them in beta 2
  5. Will replace them too
  6. I will be going around the map with collision blockers in beta 2 so there wont be any jammed vehicles
  7. Me 2
  8. Mabey
  9. I figured that
  10. Already has 95 faces
  11. Idk about that
  12. Thanks for the report.
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Subject: Re: C&C\_StuntMania Beta 1  
Posted by [c0vert7](#) on Sat, 17 Mar 2007 04:25:40 GMT  
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And I dont have much to learn I know the system, I am pretty good at the 3d modeling and all that. It was just something for my pals to play around on lol.

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Subject: Re: C&C\_StuntMania Beta 1  
Posted by [jamiejrg](#) on Sat, 17 Mar 2007 04:29:43 GMT  
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Lol sorry. I just reread that and i sound like a dick.

If i play around with the hummer will you add it?

\*edit\* has anyone tried roll bars yet?

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Subject: Re: C&C\_StuntMania Beta 1

Posted by [c0vert7](#) on Sat, 17 Mar 2007 04:39:23 GMT

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If ur gonna add the roll bars I want a different looking hummer if u can . Like the h1 hummers with it or something that would be nice . Was lookign for some vehicle models. And no I didnt think u were a dick, I knew the map wasnt great in detail. I figured why to much detail for a stunt park. I can say its got a bit more detail then the other stunt park but not that much better . Just something to mess on.

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Subject: Re: C&C\_StuntMania Beta 1

Posted by [jamiejrg](#) on Sat, 17 Mar 2007 05:54:40 GMT

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kk, i'll work on it tomorrow.

Do you have msn?

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Subject: Re: C&C\_StuntMania Beta 1

Posted by [crazfulla](#) on Sat, 17 Mar 2007 11:31:34 GMT

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You have to include mechs. You can have hours of fun in them.

[http://www.renegadeforums.com/index.php?t=msg&goto=250193&rid=21646#msg\\_250193](http://www.renegadeforums.com/index.php?t=msg&goto=250193&rid=21646#msg_250193)

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Subject: Re: C&C\_StuntMania Beta 1

Posted by [TD](#) on Sat, 17 Mar 2007 12:23:44 GMT

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c0vert7 wrote on Sat, 17 March 2007 04:00I found this site that doesnt need u to login.

<http://www.speedyshare.com/345589496.html>

thats the download link btw

<http://www.mediafire.com/> Easy upload, fast download.

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Subject: Re: C&C\_StuntMania Beta 1  
Posted by [candy](#) on Tue, 20 Mar 2007 16:42:08 GMT  
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looks real nice  
but make the sound stop after awhile, it gets pretty annoying  
another few things jumped in my eye  
the buggy intents to get stuck when you jump out of the bowl  
another thing: make the warp thing so that you warp, and drive forth and jump  
now you have to turn your car first, so you can't get speed for that high jump  
i love the bowl  
would love to see beta2

<http://img252.imageshack.us/img252/8566/screenshot10ls9.png>

little edit: the recon intents to 'hop' wile you shoot  
and it would be lovely to make the ground tib based, so you don't have to suicide all the time when  
your buggy blows up

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Subject: Re: C&C\_StuntMania Beta 1  
Posted by [Jerad2142](#) on Tue, 20 Mar 2007 16:54:20 GMT  
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jamiejrg wrote on Fri, 16 March 2007 22:03  
8 ) Add role bars to the buggies so they don't flip so much. I can help you with that.

Actually the only things that will affect the flip ability of the buggy is the Distance of the WorldBox  
for the origin, and the size of the WorldBox.

IE:

If you always wanted a vehicle to flip itself back over you would raise the WorldBox until the  
bottom of it is above the origin (origin is the 0X 0Y 0Z point in RenX, also keep the vehicle inside  
the worldbox or else it looks really stupid). It will try to flip itself back over because the origin it the  
point at which the vehicle rotates on the X and Y axis, Gravity will cause the vehicle to fall and it  
will continue rotating until it can't anymore (which is when the vehicle is above the origin).  
If you make the WorldBox really shot, it will be more difficult to tip on its side (for obvious  
reasons).

As for the Skid sound traction is an easy way to keep a vehicle form sliding (do not put traction  
over 4.0, you lose control if it is above 4.0).

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Subject: Re: C&C\_StuntMania Beta 1  
Posted by [jamiejrg](#) on Tue, 20 Mar 2007 20:39:39 GMT  
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So that's what the origin is for!

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Subject: Re: C&C\_StuntMania Beta 1  
Posted by [c0vert7](#) on Tue, 20 Mar 2007 21:28:31 GMT  
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I think I have all the spots fixed so wheels dont get stuck in the ground like that .

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Subject: Re: C&C\_StuntMania Beta 1  
Posted by [Stallion](#) on Wed, 21 Mar 2007 13:08:15 GMT  
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Sorry to go off topic but c0vert and I are currently working on another map as well and I was wondering if you would be interested in perhaps helping us by making a tank (or few tanks) for this map as well. The main tank that's needed would be something similar to a wolverine type but would have some special things to it never seen in renegade before.

If your interested just talk to c0vert about joining up or p.m. me here and one of us will get back to you.

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