
Subject: [RELEASE] Nod Survival Map
Posted by [Brandon](#) on Wed, 19 Dec 2007 02:35:12 GMT
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The Nod Survival map has been released. It'll be used for server-side Survival Mode. Survival Mode was originally introduced and started by St0rm Gaming (they referred to it as TOS or Test of Survival).

Nod Survival is packing a few extra features as well as a unique Survival Mode based terrain. There is no where else to go really but to move around the map if you want. You must defend your base from the onslaught attack or 'waves' of AI bots. I've even managed to get aircraft AI bots to work, however they will stationary sadly.

GDI Survival will be released once January of '08 hopefully, we've encountered many delays with the map because my PC has been having several 'issues'. However, GDI Survival will hopefully put Nod Survival to shame once finished as it will be undergoing an extreme makeover and receiving extra features as well.

If you're interested in trying to survive some waves then join us. (Currently we don't have an official server picked out yet, if anyone is willing to host our map once the server-side edition is completed then they may PM me). I will be hosting my own beta testing server whenever I'm testing so if you want a sneak peek feel free to join but I will only allow 12 beta testers.

Download: http://ww-gaming.net/Nod_Survival.zip

Subject: Re: [RELEASE] Nod Survival Map
Posted by [cpjok](#) on Wed, 19 Dec 2007 03:54:11 GMT
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ill join you lot to play survival maps there the best like when i played yuri revenge i made my own survival maps

Subject: Re: [RELEASE] Nod Survival Map
Posted by [IronWarrior](#) on Wed, 19 Dec 2007 04:13:10 GMT
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Awesome, you can now download this map at Game-Maps.NET

Hmm, I play tested the map, is alot of fun, there are some cool alarm switches that you can press to alert players, there are driveable harvesters, few buggys and what not.

Good map.

Subject: Re: [RELEASE] Nod Survival Map
Posted by [cpjok](#) on Wed, 19 Dec 2007 04:14:26 GMT
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ive been on the map 8 mins nothing has happend

Subject: Re: [RELEASE] Nod Survival Map
Posted by [Brandon](#) on Wed, 19 Dec 2007 04:17:27 GMT
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The Survival Mode version will be server-side.

Server-side Edition is still in production and might be ready this weekend if I can figure out how to successfully enabled and disable my AI Bot Spawners. -_-

Subject: Re: [RELEASE] Nod Survival Map
Posted by [cpjok](#) on Wed, 19 Dec 2007 04:19:39 GMT
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k i get it now am i aloud to join like you said as i like survival maps

Subject: Re: [RELEASE] Nod Survival Map
Posted by [Brandon](#) on Wed, 19 Dec 2007 04:22:51 GMT
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You'll be able to join once we get an official server hosting the map and once the server-side edition is complete. We will have beta tests on the 'World Wide Gaming - Private' server from time to time during the week, if you see the server up (hostname: WWHServ) you can join the beta testing.

Subject: Re: [RELEASE] Nod Survival Map
Posted by [cpjok](#) on Wed, 19 Dec 2007 04:27:52 GMT
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ok if you said your makeing a gdi survival called

C&C_GDI_Survival.mix

i can't have it as i already got GDI_Survival

its the same map as the nod_survival you made same everything just GDI buildings not nod

Subject: Re: [RELEASE] Nod Survival Map
Posted by [Brandon](#) on Wed, 19 Dec 2007 04:32:25 GMT
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I know that, that was my first Survival map of the trilogy but it has major bugs and we went in to repair the bugs. Now that Nod Survival has way more features than anticipated we are going to back track on GDI_Survival since it's a broken map. We'll be making GDI_Survival better and ultimately changing the map around. You'll have to delete the old copy you have because it won't be used ever.

Subject: Re: [RELEASE] Nod Survival Map
Posted by [cpjok](#) on Wed, 19 Dec 2007 04:34:10 GMT
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ok but the GDI_Survival map is on storm server

Subject: Re: [RELEASE] Nod Survival Map
Posted by [cpjok](#) on Wed, 19 Dec 2007 04:36:38 GMT
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i would make a survival map for it but i don't know a lot of things to make edge's and ramps and hills and bridges and tunnels

but on LE i think i know how to make them spawn after so long 1nce

Subject: Re: [RELEASE] Nod Survival Map
Posted by [R315r4z0r](#) on Wed, 19 Dec 2007 04:36:50 GMT
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That was the older version. Don't worry, the newer one would overwrite it.

GDI survival was made first, Nod survival was made second, however as Web said, GDI survival had some problems and Nod survival was able to finish (or get this far) first.

btw:

I made the map's terrain.

Webmas7er did all the cool Level Edit stuff like adding objects and scripting.

Subject: Re: [RELEASE] Nod Survival Map

Posted by [Brandon](#) on Wed, 19 Dec 2007 04:38:26 GMT

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Correct, as for St0rm, we've made an agreement with Wilo to share the Survival source with him but it will be open source as soon as I can have someone upload it for me.

St0rm will be switching to the newer GDI_Survival once it's released, so don't worry.

Subject: Re: [RELEASE] Nod Survival Map

Posted by [cpjok](#) on Wed, 19 Dec 2007 04:38:49 GMT

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lol im good at LE adding stuff and that

Subject: Re: [RELEASE] Nod Survival Map

Posted by [IronWarrior](#) on Wed, 19 Dec 2007 04:50:02 GMT

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R315r4z0r wrote on Tue, 18 December 2007 23:36

btw:

I made the map's terrain.

Webmas7er did all the cool Level Edit stuff like adding objects and scripting.

Noted, edited the file details to include your name and the website.

Subject: Re: [RELEASE] Nod Survival Map

Posted by [cpjok](#) on Wed, 19 Dec 2007 04:53:26 GMT

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anyways im going now its 4:53AM

if i could help and that let me know

Subject: Re: [RELEASE] Nod Survival Map

Posted by [Genesis2001](#) on Wed, 19 Dec 2007 20:15:25 GMT

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Webmas7er wrote on Tue, 18 December 2007 21:17The Survival Mode version will be server-side.

Server-side Edition is still in production and might be ready this weekend if I can figure out how to successfully enabled and disable my AI Bot Spawners. -_-

JFW_Enable_Spawner_Custom

1st Param: ID of spawner

2nd Param: 1 or 0; binary-based. 1 = enabled; 2 = disabled

~MathK1LL

Subject: Re: [RELEASE] Nod Survival Map

Posted by [Brandon](#) on Wed, 19 Dec 2007 21:17:14 GMT

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That's not what my problem was, I had an extra box checked on the spawners that I shouldn't have had checked so it was over-riding my settings. I fixed it last night, but thanks anyways, help is always appreciated.

We should have the first server-side edition released this weekend.

Subject: Re: [RELEASE] Nod Survival Map

Posted by [bisen11](#) on Thu, 20 Dec 2007 00:10:22 GMT

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Webmas7er wrote on Tue, 18 December 2007 23:17The Survival Mode version will be server-side.

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I know you can enable spawners but I'm not so sure you can disable them.

Subject: Re: [RELEASE] Nod Survival Map

Posted by [Brandon](#) on Thu, 20 Dec 2007 00:26:48 GMT

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Well, I've gotten it to disable them so far so... ya...

EDIT: Yes, I can successfully enable and disable the spawners whenever I want.

Subject: Re: [RELEASE] Nod Survival Map
Posted by [Lone0001](#) on Thu, 20 Dec 2007 01:20:26 GMT
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Well I've tried the map so far it looks fun can't wait to try it with bots

Subject: Re: [RELEASE] Nod Survival Map
Posted by [Genesis2001](#) on Thu, 20 Dec 2007 13:12:56 GMT
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bisen11 wrote on Wed, 19 December 2007 17:10 Webmas7er wrote on Tue, 18 December 2007 23:17 The Survival Mode version will be server-side.

Server-side Edition is still in production and might be ready this weekend if I can figure out how to successfully enable and disable my AI Bot Spawners. -_-

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Read my post above...

Quote:JFW_Enable_Spawner_Custom

1st Param: ID of spawner
2nd Param: 1 or 0; binary-based. 1 = enabled; 2 = disabled

~MathK1LL

Subject: Re: [RELEASE] Nod Survival Map
Posted by [fatalcry](#) on Sat, 22 Dec 2007 12:27:15 GMT
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you can disable spawners on start so then they wont spawn, then just set up a JFW_Enable_Spawner on a script zone all to activate the waves, but not sure how you are going to do time spawnings but it sounds cool also i've setup a helicopter AI before make sure you put it on chase or hunt player something like that so it doesnt stay still

Subject: Re: [RELEASE] Nod Survival Map
Posted by [bisen11](#) on Sun, 23 Dec 2007 04:43:43 GMT
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MathK1LL wrote on Thu, 20 December 2007 08:12bisen11 wrote on Wed, 19 December 2007 17:10Webmas7er wrote on Tue, 18 December 2007 23:17The Survival Mode version will be server-side.

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I know you can enable spawners but I'm not so sure you can disable them.

Read my post above...

Quote:JFW_Enable_Spawner_Custom

1st Param: ID of spawner
2nd Param: 1 or 0; binary-based. 1 = enabled; 2 = disabled

~MathK1LL

I'm aware, but I also posted that once in one of jon will's posts and he said he had never gotten a spawner to actually disable.

Subject: Re: [RELEASE] Nod Survival Map
Posted by [Brandon](#) on Sun, 23 Dec 2007 18:06:40 GMT
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Well, guess what, I've gotten the spawners to enabled and then after disable when I wanted it to. If you want a live demo let me know and I'll see what I can arrange.

Even Wilost0rm can enable and disable his spawners.

Subject: Re: [RELEASE] Nod Survival Map
Posted by [wittebolx](#) on Sun, 06 Jan 2008 17:09:55 GMT
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still it would be nice if the map "Nod Survival" would work...cause there are still no bots...

Subject: Re: [RELEASE] Nod Survival Map
Posted by [cpjok](#) on Sun, 06 Jan 2008 20:34:00 GMT
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So Nod Survival Has Finally Been Made

Has The Server Side Been Made Yet

Subject: Re: [RELEASE] Nod Survival Map
Posted by [wittebolx](#) on Sun, 06 Jan 2008 21:15:17 GMT
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cpjok wrote on Sun, 06 January 2008 21:34 So Nod Survival Has Finally Been Made (with no Bots)

Has The Server Side Been Made Yet (nope)

Subject: Re: [RELEASE] Nod Survival Map
Posted by [Brandon](#) on Sun, 06 Jan 2008 22:11:27 GMT
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A server-side edition is now in working progress. I'll try having it released soon. wittebolx will be hosting it on his server once it is released.

Subject: Re: [RELEASE] Nod Survival Map
Posted by [argathol3](#) on Sun, 06 Jan 2008 22:33:52 GMT
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Sounds good, keep us posted

Subject: Re: [RELEASE] Nod Survival Map
Posted by [cpjok](#) on Mon, 07 Jan 2008 00:20:38 GMT
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Sounds Good

Subject: Re: [RELEASE] Nod Survival Map
Posted by [R315r4z0r](#) on Mon, 07 Jan 2008 02:39:49 GMT
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wittebolx wrote on Sun, 06 January 2008 16:15cpjok wrote on Sun, 06 January 2008 21:34So
Nod Survival Has Finally Been Made (with no Bots)

Has The Server Side Been Made Yet (nope)

The map itself DOES NOT have bots.

The bots are apart of the SERVER not the map itself.

Subject: Re: [RELEASE] Nod Survival Map
Posted by [Jerad2142](#) on Tue, 08 Jan 2008 07:51:16 GMT
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Webmas7er wrote on Sun, 23 December 2007 11:06Well, guess what, I've gotten the spawners to enabled and then after disable when I wanted it to. If you want a live demo let me know and I'll see what I can arrange.

Even Wilost0rm can enable and disable his spawners.
Make a tutorial.

Subject: Re: [RELEASE] Nod Survival Map
Posted by [bisen11](#) on Tue, 08 Jan 2008 19:50:15 GMT
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So why make bots serverside instead of in a map? Does it make it less laggy or something?

Subject: Re: [RELEASE] Nod Survival Map
Posted by [Brandon](#) on Wed, 09 Jan 2008 03:41:28 GMT
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Yes, it makes it less laggy to have bots server-side.

I'll make a tutorial once I publicly release the new objects file for server-side modding.
