Subject: 007
Posted by Sl4cker on Sat, 09 Feb 2008 06:10:33 GMT
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Hi

I was wondering if someone that knows how to make renegade maps. Can make me some Goldeneye 007 maps from the n64 game.
I use to have hours upon hours even days of fun on this game. My favorite maps was Complex,Temple,and Facility for multi player.

If no one can do it i understand.

Thanks

Subject: Re: 007
Posted by Dealman on Sat, 09 Feb 2008 11:04:40 GMT
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Actually I could try, but then I'll need loads of pictures from the map(s).

So if you get me a few images of your absolutley favorite map I'll try to make it for you.

Sincerly,
Dealman

Subject: Re: 007
Posted by mrÃ£Ã§Ä·z   on Sat, 09 Feb 2008 11:42:19 GMT
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Dealman wrote on Sat, 09 February 2008 05:04Actually I could try, but then I'll need loads of pictures from the map(s).

So if you get me a few images of your absolutley favorite map I'll try to make it for you.

Sincerly,
Dealman

Make the map for Reborn then

Subject: Re: 007
Posted by LR01 on Sat, 09 Feb 2008 12:23:30 GMT
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Well you also could just export it from a emulator to Renx

Subject: Re: 007
Posted by Dealman on Sat, 09 Feb 2008 13:19:59 GMT

MadRockz wrote on Sat, 09 February 2008 12:42Dealman wrote on Sat, 09 February 2008 05:04Actually I could try, but then I'll need loads of pictures from the map(s).

So if you get me a few images of your absolutley favorite map I'll try to make it for you.

Sincerly,
Dealman

Make the map for Reborn then

Will do.

LR01 wrote on Sat, 09 February 2008 13:23Well you also could just export it from a emulator to Renx

Well then the quality would be extremley poor, also I think the maps of a such old game mostly use aligned planes.

In my opinion it would easier to make a map completley from scratch via some pictures. I've been using this method for soon 2 years with 3D Modeling. So it shouldn't be to hard.

Sincerly,
Dealman

Subject: Re: 007
Posted by Di3HardNL on Sat, 09 Feb 2008 14:02:11 GMT

so you just import maps from 007 into renx (in some way) and then just add some quality textures by yourself?

i have some n64roms (zelda) how do you get them imported in renx?

Subject: Re: 007
Posted by mrÃ£Ã§Ä·z on Sat, 09 Feb 2008 14:22:11 GMT

With h4x? (o_O)

Subject: Re: 007
Posted by LR01 on Sat, 09 Feb 2008 16:51:10 GMT
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yes, you can, in this way
 http://www.renegadeforums.com/index.php?t=msg&th=24837&prevloaded=1& rid=20921&start=0

that person once made a tut about it, dont know where anymore.
but it comes down that you need the good emulator and a prog, and painfully retexture everything
again

Subject: Re: 007
Posted by Sl4cker on Sat, 09 Feb 2008 19:54:07 GMT
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I had a ROM of 007 somewhere ill look for it see if i can find it.

Subject: Re: 007
Posted by Sl4cker on Sat, 09 Feb 2008 21:19:48 GMT
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I found my ROM and set the emulator up and all. But i forgot how big the lvls are lol.

Here is one screen shot im the top player...

Its going to take a lot of screen shots how do you want to proceed??

Subject: Re: 007
Posted by mrÃ£Ã§Ä·z on Sun, 10 Feb 2008 12:09:39 GMT
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Sl4cker wrote on Sat, 09 February 2008 15:19I found my ROM and set the emulator up and all.
But i forgot how big the lvls are lol.

Here is one screen shot im the top player...

Its going to take a lot of screen shots how do you want to proceed??

Thees already a Map wich looks like this1, but i forgot the Name

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Subject: Re: 007
Posted by GEORGE ZIMMER on Sun, 10 Feb 2008 17:46:22 GMT
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Fudplex? Or something like that. I honestly reccomend making maps with the same layout, but much higher polygon and better quality textures. It's 2008, not 1998...

Subject: Re: 007
Posted by Sl4cker on Sun, 10 Feb 2008 21:00:30 GMT
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I personally don't know how to make maps yet. If someone wants to make it from scratch i can help with screen shots. Or i could even send them the ROM and emulator to walk through it themselves.

Subject: Re: 007
Posted by Dover on Mon, 11 Feb 2008 02:57:57 GMT
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You could rip off GoldenEyeSource's work.

Subject: Re: 007
Posted by Sl4cker on Mon, 11 Feb 2008 06:14:50 GMT
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I dont think i would rip off there work if i could sounds kinda dishonest lol.

But i did just make my first test lvl for renegade.

At this rate i should be able to make these maps i say in a few years lol.

Subject: Re: 007
Posted by LR01 on Mon, 11 Feb 2008 15:31:13 GMT
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ow good, making level's is a lot a fun
If you like, you can do very much

Subject: Re: 007
Posted by Gen_Blacky on Tue, 12 Feb 2008 20:43:09 GMT
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complex 007 is already made for renegade tbh , not great quality but looks just like it.

FudPlex.mix

Subject: Re: 007
Posted by Sl4cker on Tue, 12 Feb 2008 21:56:54 GMT
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I tried to google that map and got nothing do you have a link to where i might find it??

Subject: Re: 007
Posted by Lone0001 on Tue, 12 Feb 2008 21:57:18 GMT
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Here it is(Attached)

File Attachments
1) C&C_FudPlex.mix, downloaded 42 times

Subject: Re: 007
Posted by The Executor on Wed, 13 Feb 2008 20:27:51 GMT
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There is to many walls that have the wrong collision settings on it....they have that map in RxD. It is however a somewhat good DM map.

Subject: Re: 007
Posted by Sl4cker on Wed, 13 Feb 2008 22:48:50 GMT
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On the original map in 007 there is like 3-4 walls that is meant to be walked through. Kind of a hidden passage.

But there could be mistakes im not sure im really new to map making for renegade.

Subject: Re: 007
Posted by Gen_Blacky on Thu, 14 Feb 2008 22:28:45 GMT
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MSwindows wrote on Wed, 13 February 2008 14:27There is to many walls that have the wrong collision settings on it....they have that map in RxD. It is however a somewhat good DM map.

yea rxd uses it a dm map i think its fun. you are suppose to be able to walk through walls

---

Subject: Re: 007
Posted by Veyrdite on Fri, 15 Feb 2008 04:53:37 GMT
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I used to setup proxies on the hidden sides of the passage walls in multiplayer.

Hail the Nintendo 64!

Microsoft was hoping to make an xbox live version of golden-eye, exactly the same (even the graphics!) exception of the multiplayer abilities. Too bad Rare won't let them do it.

Subject: Re: 007
Posted by Gen_Blacky on Sat, 16 Feb 2008 22:08:31 GMT
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Dthdealer wrote on Thu, 14 February 2008 22:53I used to setup proxies on the hidden sides of the passage walls in multiplayer.

Hail the Nintendo 64!

Microsoft was hoping to make an xbox live version of golden-eye, exactly the same (even the graphics!) exception of the multiplayer abilities. Too bad Rare won't let them do it.

they did do it , or some one did , i have it on my xbox

Subject: Re: 007
Posted by havoc9826 on Sun, 17 Feb 2008 00:05:53 GMT
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If you really need a Goldeneye fix, download beta 1 of Goldeneye Source (Half-Life 2 engine).

Subject: Re: 007
Posted by Gen_Blacky on Sun, 17 Feb 2008 05:59:24 GMT
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havoc9826 wrote on Sat, 16 February 2008 18:05If you really need a Goldeneye fix, download beta 1 of Goldeneye Source (Half-Life 2 engine).

you could use the hl2 goldeneye source complex map but i doubt renegade can handle the polys and you would proly need to ask to use it.