
Subject: [RELEASE] Nod_Survival
Posted by [Brandon](#) on Thu, 06 Mar 2008 00:39:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

What is Nod Survival?

Nod Survival is Survival Mode map in which you MUST survive the oncoming waves of enemy infantry and tanks and save your base while in the process.

You can play against the few AI Bots in the "bonus round" to get an idea of how things will work, however the "bonus round" is very vague to how it will go once server-side.

It is a map of pure strategy and Survival:

YOU MUST harvest tiberium for your team (2 harvesters will auto-spawn)

YOU MUST use your own base defenses (defenses will vary from server-side versions)

What is GDI Survival then?

GDI Survival was the original map in production but my laser mouse went crazy when I was finishing it one day and destroyed all my progress as well as my LevelEdit amazingly. So I had to start over and decided that I'd jump to Nod Survival since it was now closer to done than GDI Survival.

GDI Survival will not use the same terrain as originally planned, we will construct an entirely new map so our players won't be dulled with the same scenery.

Current News:

Nod Survival was canceled when I lost interest in Renegade and decided to leave. Plus, I felt there was a lack of support from many people here at RenForums. But after hearing that a lot of people were looking forward to seeing Nod Survival completed I changed my mind.

I'm working on the server-side edition currently. I need a host with a server that receives a lot of activity to host. Please reply here.

Version 1.2 BugFix:

-deleted spare doors generated from LevelREdit

Version 1.1 BugFix:

-fixed a couple bugs

-added missing texture "gdi_base2.tga"

-added "bonus" AI bot round for client-side play

DOWNLOAD >>> http://ww-gaming.net/Nod_Survival_v1.2.zip

Subject: Re: [RELEASE] Nod_Survival
Posted by [Lone0001](#) on Thu, 06 Mar 2008 01:42:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sounds fun

Subject: Re: [RELEASE] Nod_Survival
Posted by [danpaul88](#) on Thu, 06 Mar 2008 13:14:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

What *is* nod_survival? People might be more likely to download it if you actually tell us what it's meant to do.

Subject: Re: [RELEASE] Nod_Survival
Posted by [Lone0001](#) on Thu, 06 Mar 2008 14:42:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

http://www.renegadeforums.com/index.php?t=msg&goto=304154&rid=21525&srch=Nod_Survival#msg_304154

Subject: Re: [RELEASE] Nod_Survival
Posted by [mrÄÄz](#) on Thu, 06 Mar 2008 15:10:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

post some pics

Subject: Re: [RELEASE] Nod_Survival
Posted by [ViPeaX](#) on Thu, 06 Mar 2008 15:22:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Brandon, I could host it for you. Just send me a PM if you are interested.

It reminds me of the AOD (Art of Defense) in C&C Generals.

Subject: Re: [RELEASE] Nod_Survival
Posted by [Brandon](#) on Thu, 06 Mar 2008 19:15:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Updated my main post for you all now.

Subject: Re: [RELEASE] Nod_Survival
Posted by [Rocko](#) on Thu, 06 Mar 2008 23:28:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

actually sounds kewl

Subject: Re: [RELEASE] Nod_Survival
Posted by [Brandon](#) on Thu, 06 Mar 2008 23:29:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Version 1.2 successfully uploaded, re-download now!

Subject: Re: [RELEASE] Nod_Survival
Posted by [LR01](#) on Fri, 07 Mar 2008 16:53:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

sounds fun

Subject: Re: [RELEASE] Nod_Survival
Posted by [EA-DamageEverything](#) on Fri, 07 Mar 2008 17:30:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Brandon wrote on Thu, 06 March 2008 01:39

What is GDI Survival then?[/b][color]

GDI Survival was the original map in production but my laser mouse went crazy when I was finishing it one day and destroyed all my progress as well as my LevelEdit amazingly. So I had to start over and decided that I'd jump to Nod Survival since it was now closer to done than GDI Survival. So if GDI Survival has been cancelled (or whatever you call it), why can everybody download it from the St0rm FTP? Look at the pictures

NOD Survival has been removed from the main FTP dir. When I downloaded them at the end of January, both were available.

File Attachments

1) [st0rmFTP.jpg](#), downloaded 773 times



Server: ftp.st0rm.net Benutzername: anonymous Passwort: Port: Verbinden

Befehl: PASS *****
 Antwort: 230 User pub logged in.
 Status: Verbunden
 Status: Empfange Dateilisten...

Lokale Ansicht: E:\

- Arbeitsplatz
 - C: (System)
 - D: (Downloads)
 - E: (Archiv)
 - F:
 - G:

Gegenseitenansicht:

- + /

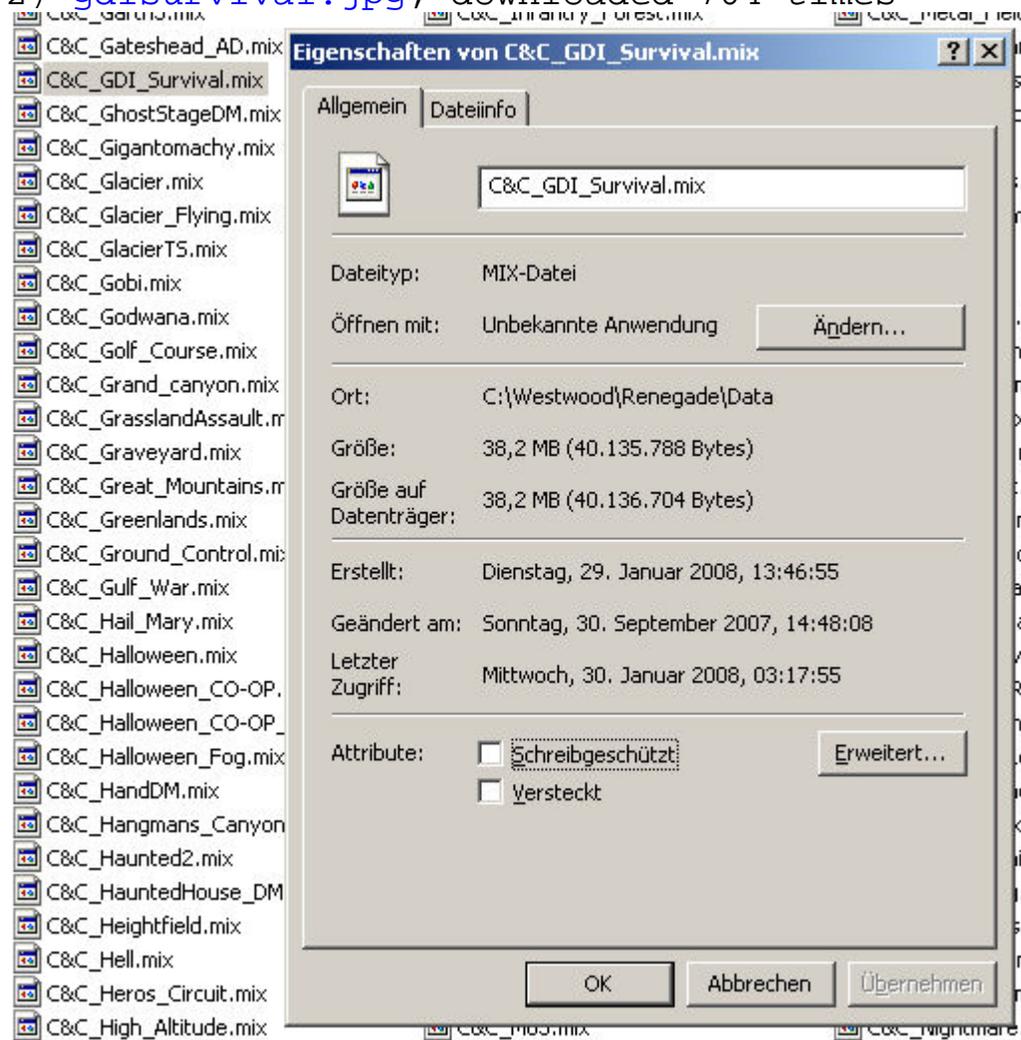
| Dateiname | Dateigröße | Dateityp | Zuletzt geändert |
|---------------------------|------------|-------------|---------------------|
| .. | | | |
| RECYCLER | | Dateiordner | 20.12.2007 00:45:47 |
| System Volume Information | | Dateiordner | 20.12.2007 01:44:38 |
| Projekte | | Dateiordner | 20.12.2007 12:43:35 |
| dropoff-editor | | Dateiordner | 22.02.2008 19:08:34 |
| renex | | Dateiordner | 22.02.2008 23:50:26 |
| ren-us files | | Dateiordner | 24.02.2008 20:11:06 |
| ren-de files | | Dateiordner | 24.02.2008 20:12:06 |
| LevelRedit | | Dateiordner | 29.02.2008 02:11:48 |
| Musik für die USB | | Dateiordner | 01.03.2008 15:57:51 |
| Videos | | Dateiordner | 01.03.2008 15:59:27 |
| Progs auf die USB | | Dateiordner | 01.03.2008 17:40:22 |
| Bilder auf die USB | | Dateiordner | 02.03.2008 19:17:41 |

Dateiname

- GameGuard fix
- includes
- install
- lang
- posticons
- skins
- upgrade
- uploads
- admin.php
- ajax.php
- apbbetafinal.exe
- C&C_GDI_Survival.
- C&C_Gobi.zip
- C&C_Sand.zip
- C&C_Snow.zip
- C&C_St0rm-Overlor
- C&CR-RCDtool-rear
- C&CRrcd01chaoz.z
- GameGuard_fix.rar
- index.php
- LeAnn_Rimes-Famil
- md_en.exe
- reborninstall.exe
- Renegade_1037_Er
- Resident.Evil.Extinc
- SiegeMut.zip
- st0rmscripts.zip
- Superbad[2007][Ur
- ts2_client_rc2_203
- TSO-BETA-2-Win32

Server / Lokale Datei Richtung Datei auf Gegenseite

2) [gdisurvival.jpg](#), downloaded 764 times



Subject: Re: [RELEASE] Nod_Survival

Posted by [mrÅ£ÅŞÅ-z](#) on Fri, 07 Mar 2008 18:45:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

"Resident.Evel.Extinction2007DVDSCR..."

"Superbad2007UnratedEditionDvD..."

Subject: Re: [RELEASE] Nod_Survival

Posted by [Brandon](#) on Sat, 08 Mar 2008 00:52:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

EA-DamageEverything wrote on Fri, 07 March 2008 11:30Brandon wrote on Thu, 06 March 2008 01:39

What is GDI Survival then?[/b][color]

GDI Survival was the original map in production but my laser mouse went crazy when I was

finishing it one day and destroyed all my progress as well as my LevelEdit amazingly. So I had to start over and decided that I'd jump to Nod Survival since it was now closer to done than GDI Survival. So if GDI Survival has been cancelled (or whatever you call it), why can everybody download it from the St0rm FTP? Look at the pictures

NOD Survival has been removed from the main FTP dir. When I downloaded them at the end of January, both were available.

Answer: GDI Survival as I said was the original map before Nod Survival was ever thought of. I had to start over 4 times due to technical difficulties (ie. my laser mouse was going out and my PC failed to save anything the first two times around oddly enough). I had released a beta but realized that we had forgotten some critical pieces so the project continued until my laser mouse fried upon the 4 redo and it f*cked up my entire map and LevelEdit preset library.

So GDI Survival was never really finished. We'll be redesigning the map after the completion of Nod Survival's server-side edition. I don't care what happens to the old, it'll be replaced once we release the new one.

Subject: Re: [RELEASE] Nod_Survival
Posted by [Brandon](#) on Sat, 08 Mar 2008 23:30:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just so you all know, Nod Survival is done and we are declaring it official. So download v1.2 if you haven't already.

We're beta testing the server-side edition and so far so good, I did overdo it in some areas so we're cutting back to save CPU usage

Subject: Re: [RELEASE] Nod_Survival
Posted by [The Executor](#) on Tue, 18 Mar 2008 16:19:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow nice pirated films in there....

Subject: Re: [RELEASE] Nod_Survival
Posted by [gangsterleo](#) on Thu, 18 Jun 2009 15:59:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

download isnt working,

i downloaded it from somewhere els and play, but its just a map not a mod, and no bots come
please reply asap!

Subject: Re: [RELEASE] Nod_Survival
Posted by [YazooGang](#) on Thu, 18 Jun 2009 16:35:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

gangsterleo wrote on Thu, 18 June 2009 11:59download isnt working,

i downloaded it from somewhere els and play, but its just a map not a mod, and no bots come
please reply asap!

Try this : http://www.game-maps.net/downloads/renegade/maps/C&C_Nod_Survival.exe

Subject: Re: [RELEASE] Nod_Survival
Posted by [slosha](#) on Thu, 18 Jun 2009 18:07:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

why isn't this in mod release forum?

Subject: Re: [RELEASE] Nod_Survival
Posted by [LeeumDee](#) on Thu, 18 Jun 2009 18:23:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Because its over a year old and the mod release forum wasn't around then.

Subject: Re: [RELEASE] Nod_Survival
Posted by [ErroR](#) on Thu, 18 Jun 2009 18:28:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

LeeumDee wrote on Thu, 18 June 2009 21:23Because its over a year old and the mod release
forum wasn't around then.

most of topics in the mod release forum are older, look on the last page. Most of the released stuff
was moved from the mod forum

Subject: Re: [RELEASE] Nod_Survival
Posted by [Lone0001](#) on Thu, 18 Jun 2009 21:25:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Most of the released stuff that still have working links*

Subject: Re: [RELEASE] Nod_Survival
Posted by [YazooGang](#) on Thu, 18 Jun 2009 21:27:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

When i play this map, there is no GDI that is coming, what the hell?

Subject: Re: [RELEASE] Nod_Survival
Posted by [Lone0001](#) on Thu, 18 Jun 2009 21:32:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

...because you need the source files for it and to host it on an FDS.

If anyone wants those you may find it here.

There's also a version with Star Wars bots right in the map, though they are not hard and there is only one wave(might be one that doesn't stop, don't remember), you can get that here.

The creator has abandoned this map quite some time ago.

Subject: Re: [RELEASE] Nod_Survival
Posted by [cnc95fan](#) on Thu, 18 Jun 2009 21:57:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

lone.scudstorm.com? This is an absolute piss take.

Subject: Re: [RELEASE] Nod_Survival
Posted by [Brandon](#) on Thu, 18 Jun 2009 21:58:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't approve of anyone downloading the source or that map. However, Game-Maps.NET doesn't care what other people think. They just upload your shit and fail to listen to the author if they have a problem. After nearly 10 messages to them I gave up.

Anyways, this map and source has serious bugs because I used the wrong objects.ddb. It will crash your server randomly no matter what you do. You have been warned.

We *were* working on a revamp however...we had a little data storage issue and now we have to start over and my modeler hasn't picked it up since. It'll be awhile before we ever see it revamped.

Subject: Re: [RELEASE] Nod_Survival
Posted by [YazooGang](#) on Thu, 18 Jun 2009 22:11:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Brandon, do you realize that Game-Maps.net disabled the map source of your map? But nice map man!

Subject: Re: [RELEASE] Nod_Survival
Posted by [Brandon](#) on Sat, 20 Jun 2009 01:15:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did you realize that's not what I had requested?

I wanted both entries removed. The map has a severe perform problem because of some weird glitch generated by LevelREdit. The source has a corrupt objects.ddb file that will result in random crashes of the FDS. Did the stuff ever get removed as requested on so many different PMs? No.

Doesn't matter though I guess. WW-Gaming has shutdown, but I think someone is planning on taking over the domain and turning it into a gaming community again... -_-

If my guys ever get back around to the Survival project revamp we'll have something nice for everyone. Otherwise...look for my Hourglass Survival Mode Modification (SMM) on Renegade. It's not done yet, but I do beta tests regularly.
