
Subject: An idea

Posted by [reborn](#) on Tue, 22 Dec 2009 12:55:03 GMT

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I was thinking it might be kinda unique and cool to see a vehicle upgrade system. For example, if you kill an enemy vehicle it has a chance of dropping some sort of junk/wreckage/parts. Kinda like the drop weapon system when you kill a player there is a chance of them dropping there weapon. However, I would think it would be better that only an enemy vehicle can 'pick-up' the power-up.

Not every type of up-grade would be possible if doing it as a server side mod. However, some upgrades are possible.

For example, if you kill a mammoth tank, and it happens to drop a 'part', then it could be the mammoth tanks auto-repair module.

There are other type of upgrades that are possible too. For example, you could pick up the tanks armor, replenishing a little of your own vehicles health, a stealth tanks stealth ability, I could be wrong, but it might also be possible to make the weapon look different too. I think I remember piggymoo changeing a buggy or something to shoot a flame tank weapon server side. Not that he granted the weapon, I think he changed the weapon ammo or something... Some of the single player vehicles are different too, the stealth tank from single player allows for an extra seat.

It's also possible to attach models to the tanks too, such as turrets, shells etc etc, so there could be visible changes too (although probably not possible to make the extra turret operational).

Some stuff is not possible to change AFAIK, like the speed of the vehicle, it's damage capability and some other stuff that would be nice to change, like range. However, it's clearly possible to change some of the vehicle attributes.

We have a drop system for characters, and some servers also have upgrade systems for characters too. Vehicles are often over-looked though, and are an integral part of the game.

I understand allot of people like the 'pure mode' and so do I. However I think there are enough servers to accomodate both types of play, and this idea might make a server more unique, and stand out more.

Any ideas, comments, any thought on how to change more through some sneaky ass way (I was thinking of changeing the vehicle to another type, then changing the model to make them faster, but then the weapon would be wrong)?

Subject: Re: An idea

Posted by [Reaver11](#) on Tue, 22 Dec 2009 14:09:27 GMT

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I really like the idea.

You should give it a try / field test.

The weaponspart is possible serverside.

The only problem I found is if you grant a weapon to the flame tank it will still keep the 999/999.

At least that was when I used JFW_Change_weapon_on_custom. (I belive it was that script)

Subject: Re: An idea

Posted by [ChewML](#) on Tue, 22 Dec 2009 14:46:37 GMT

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Sounds awesome, kinda like Generals with those terrorist trucks... or even better Optimus Prime from Transformers 2.

Imagine meds that shot arty shells, or double barrel artys... lol gameover.

Subject: Re: An idea

Posted by [Lone0001](#) on Tue, 22 Dec 2009 19:50:09 GMT

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Flying arty ftw.

Subject: Re: An idea

Posted by [reborn](#) on Tue, 22 Dec 2009 20:04:09 GMT

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Lone0001 wrote on Tue, 22 December 2009 14:50Flying arty ftw.

LOL, can you imagine it? Would be pretty cool to see the vehcile transform.

Subject: Re: An idea

Posted by [Lone0001](#) on Tue, 22 Dec 2009 21:34:36 GMT

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It's probably possible for an arty to fly, though I doubt you'd want an arty to fly.

A flying mammy would be more horrific tbh though, all it would have to do is point it's cannons at you and you'd flee from the server.

Subject: Re: An idea

Posted by [TNaismith](#) on Thu, 24 Dec 2009 07:42:05 GMT

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Lone0001A flying mammy would be more horrific tbh though, all it would have to do is point it's cannons at you and you'd flee from the server.

xD When I read that I seriously imagined a mammoth tank hovering slowly over the middle area in City_Flying.mix (Or a map with that name) and the local population, instead of crying "UFO!" in fear, were yelling "FLYING MAMMOTH!" and bolting away in chaos. Flying mammoth hehe, so many possibilities...

For the original idea though of having 'Vehicle' power-ups, I think that would be a very interesting addition to Renegade. Some of the possibilities mentioned I could see working really well (In addition to the standard AOW servers) for some Coop mods (Although the flying vehicle powerup might be excessive). For implementation, I was wondering whether this would be serverside scripted as in a script of some sort would be created for use in Level Edit to attach to vehicles? (Which in turn would trigger the necessary weapons/powerups when a vehicles is destroyed) Or were you all talking about SSGM?

Sorry for being clueless, I can't help much in actually scripting or brainstorming how to go about making it functional, but I would be interested in seeing it used for future Coop mods. If it is something that could be used in Level Edit (Via adding scripts to vehicles/objects), I could do some extensive testing myself. (Keeping in mind my testing wouldn't really help anyone but myself)

Creative thought.

~TNaismith
[Mission Coop] Clan Member
Coop Gamer Enthusiast

Subject: Re: An idea
Posted by [Tunaman](#) on Thu, 24 Dec 2009 07:46:53 GMT
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That's a really cool idea, I wish that we could actually change some of the stuff like make a double barreled arty or something.

Maybe like if you kill an arty you get its shells? Since they're the most damaging shell.. they are not accurate but are very powerful. Think about a mammoth tank with dual arty cannons.. hahaha.

For a med tank you could make it drop armor? So you could upgrade your light armored vehicle to a heavy armored vehicle.

Haha just some ideas.

Subject: Re: An idea

Posted by [ArtyWh0re](#) on Mon, 28 Dec 2009 19:15:52 GMT

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I must say this is a brilliant idea we ever came up with it.

It's a shame the speed cannot be changed (can it?) or another things which could be picked are engine parts. Image you destroyed a light tank and you add its engine to your medium tank in order to increase its speed.

Tunaman wrote on Thu, 24 December 2009 07:46 Think about a mammoth tank with dual arty cannons.. hahaha.

Haha, that would pwn big time

Subject: Re: An idea

Posted by [Tupolev TU-95 Bear](#) on Mon, 28 Dec 2009 19:22:14 GMT

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what about if u kill a flame tank with a mammoth tank, it shoots napalm rockets (mendoza's flame thrower)

if u shoot a buggy with a mammoth tank, you have its engine

Subject: Re: An idea

Posted by [GEORGE ZIMMER](#) on Mon, 28 Dec 2009 19:45:59 GMT

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Shit, that sounds AWESOME. Nothing more to be said.

Subject: Re: An idea

Posted by [Sladewill](#) on Tue, 29 Dec 2009 12:19:20 GMT

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Flying arty reminds me of what they do in jelly server, they get a transport helicopter and put a arty on it and move to the top of the hill to shoot down at enemies

Subject: Re: An idea

Posted by [Sir Kane](#) on Tue, 29 Dec 2009 23:14:50 GMT

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Are you trying to turn this game into an RPG/RTS/whatever? Because this is really retarded.

Subject: Re: An idea

Posted by [GEORGE ZIMMER](#) on Tue, 29 Dec 2009 23:34:08 GMT

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Sir Kane wrote on Tue, 29 December 2009 17:14Are you trying to turn this game into an RPG/RTS/whatever? Because this is really retarded.

Turning it more into an RTS would be a good thing, I'd imagine, considering it's Renegade...

Subject: Re: An idea

Posted by [Sladewill](#) on Wed, 30 Dec 2009 00:55:21 GMT

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not really since the engine wasnt designed to do that and changes like that make it lag... eg. Roleplay

Subject: Re: An idea

Posted by [ErroR](#) on Wed, 30 Dec 2009 09:42:30 GMT

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GEORGE ZIMMER wrote on Wed, 30 December 2009 01:34Sir Kane wrote on Tue, 29 December 2009 17:14Are you trying to turn this game into an RPG/RTS/whatever? Because this is really retarded.

Turning it more into an RTS would be a good thing, I'd imagine, considering it's Renegade...

i remember there was some mod like that. Here:

<http://www.moddb.com/mods/cc-renegade-rt-armagedon>

Subject: Re: An idea

Posted by [GEORGE ZIMMER](#) on Wed, 30 Dec 2009 12:25:09 GMT

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Sladewill wrote on Tue, 29 December 2009 18:55not really since the engine wasnt designed to do that and changes like that make it lag... eg. Roleplay

Uh, what? RP2's changes (If that's what you're referring to) that lag are pretty much just because it's such a fucking huge map. Not much of the lag can be attributed to a script.

And I'm not saying Renegade should be a 100% RTS, obviously. But making it have a few RTS aspects isn't a bad thing.

Subject: Re: An idea

Posted by [reborn](#) on Sat, 02 Jan 2010 21:41:09 GMT

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Here is a little work in progress, the more I think about it, the more I think it's a bad idea. However, it was funny to see a stealth Mammoth Tank with a flame tank weapon.

For this plug-in to work you will need to add the objects.gm file to your servers data directory (if you already have a modified objects.gm file then all you need to change is the 'POW_Grenade_Vest' to grant the fame tank vehicle weapon), and obviously add the gm extension in the objects key in ssgm.ini.

The only vehicles I added drops for was:

Mammy; 50% chance of dropping vehicle regen, 50% chance of dropping vehicle health
Stank; 50% chance of dropping stealth technology, 50% chance of dropping vehicle health
Flamer; 60% of dropping flame tank weapon, 40% chance of dropping vehicle health
Med; drops vehicle health
Light; drops vehicle health

I had planned to add more for other vehicles, and make it more complex (if a certain veh picks it up), and also make the chances configurable, but the more I started tinkering, the more I realised it was probably a bad idea.

There is some logic to the system:

You cannot pick-up a team-mates or your own vehicle drops (people would gain money just to make an uber vehicle in there own base).

Soldiers cannot pick-up the weapon drops either, you have to be in a vehicle to do so.

If you fail either of these conditions, then the drop will respawn (I did that so that the enemy player cannot deny you to pick-up his drop by picking it up himself).

If someone is actually going to put it on a server, I might just finish it properly...

<http://game-maps.net/staff/reborn/alphavehicledrops.zip>

Subject: Re: An idea

Posted by [Sladewill](#) on Sat, 02 Jan 2010 22:59:39 GMT

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its a okay idea, but its just gona be one of those things that gets shunned aside. Jelly probably wouldnt edit there precious serv and all of the big servs. But little ones would.

Subject: Re: An idea

Posted by [Omar007](#) on Sat, 02 Jan 2010 23:07:03 GMT

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If i ran a server i would use it for sure!!!

Maybe ill host one now and then on my desktop PC

Subject: Re: An idea

Posted by [CarrierII](#) on Fri, 08 Jan 2010 19:04:30 GMT

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Jellys servers were kinda founded on the principle that the gameplay wasn't modified, they're already pushing that with the altered prices. :s

Anyway, awesome Proof Of Concept, maybe I'll polish it up sometime after exams.
