
Subject: Mod Question

Posted by [GoTTeM](#) on Thu, 24 Jun 2010 18:25:14 GMT

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I opened up a random file in my data folder today and read this

Quote:This is a brief outline of the 10 different multiplayer game modes.

This document is for development purposes and should not be shipped.

Refer to this when you are unsure about a particular game mode.

CHALLENGE ----- Only two players are active at any time: the reigning "Champion", and a contender. The champion is distinguished visually, with a cyan color tint. Other players are queued up to fight, and spectate while waiting. The long-term goal is to set a record for consecutive wins as Champion. [Note: spectating camera needs some fixing as it presently does not track the star properly] LAST MAN STANDING ----- This is a non-team game in which you have limited lives. When you lose your last life you become a spectator and are crossed out in the player list. The last guy alive wins. If somebody joins the game late, they will join as a spectator. [Note: spectating camera needs some fixing as it presently does not track the star properly] Options: - Reaper Timer (seconds) If non-zero, the player with the lowest kills has a life "reaped" each time this time counts down to zero. Prevents players from running off and hiding. COMMAND AND CONQUER ----- Not yet implemented. Options: - Starting Credits Number of credits (≥ 0) given to each team at the beginning of the game. - Target Credits If either team reaches this number of credits, they win. If set to zero then there is no credits target.[/img]

does anybody know which mod this readme came from? or did this come from the game itself, if so... how come there arent servers with these types of games'

sorry if this is a terrible question, please be kind and i posted in the wrong section please move this thread for me, thank you <3.

Subject: Re: Mod Question

Posted by [YazooGang](#) on Thu, 24 Jun 2010 18:35:40 GMT

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Renegade was rushed by EA. these stuff werent done.

Subject: Re: Mod Question

Posted by [GEORGE ZIMMER](#) on Thu, 24 Jun 2010 19:21:13 GMT

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YazooGang wrote on Thu, 24 June 2010 13:35Renegade was rushed by EA. these stuff werent done.

This. Fucking EA, Renegade really would've been one of the best games out there if it were just given more time.

Subject: Re: Mod Question

Posted by [reborn](#) on Thu, 24 Jun 2010 19:43:41 GMT

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There was other planned modes too, capture the mobius and siege springs to mind...

You should check out vloknboky's early versions of these as server side mods. He got quite far with allot of them. Another testament to just how far ahead he and BC was at the time, only to be forgotten.

Subject: Re: Mod Question

Posted by [GoTTeM](#) on Thu, 24 Jun 2010 20:20:12 GMT

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i'm sure many of these mods though are creatable by ren players? these different challenges sound awsome and it would really spice up renegade

edit: & okay reborn will do

Subject: Re: Mod Question

Posted by [Xpert](#) on Thu, 24 Jun 2010 22:04:35 GMT

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reborn wrote on Thu, 24 June 2010 15:43There was other planned modes too, capture the mobius and siege springs to mind...

You should check out vloknboky's early versions of these as server side mods. He got quite far with allot of them. Another testament to just how far ahead he and BC was at the time, only to be forgotten.

Ahh this. When I had free time about 4 years ago, I was messing with the Siege mode and the Deathmatch one. I got pretty far with it and fixed a lot of the bugs and got it to work. I had it going for a while and even fixed a lot of memory leaks. I lossed it when my computer got wiped out. I lost a lot of stuff. But it was some good times. The DM mod was very unique and had a lot of potential. It's too bad no one picked it up after that. Makes me think about it now.

Subject: Re: Mod Question

Posted by [Reaver11](#) on Thu, 24 Jun 2010 22:20:27 GMT

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YazooGang wrote on Thu, 24 June 2010 13:35Renegade was rushed by EA. these stuff werent done.

Yes and no.

It was eventually rushed otherwise it didnt even came out.

Westwood for starters had to many ideas of what they wanted to do with Renegade. (Example gamemodes, dodge, vehicles with persons in it and go on, controlable obelisk and alot more)

They had an awefull netcode and a bad design for the visibilty system which ment that alot of the structures needed to be redone / scalled down due to the visiblity system. (so pc's of that time could actually run the game)

Infact they changed the idea of singleplayer and multiplayer itself.
(Read the pc gamer from 1999 its on cnc source)

Sadly this proces is called gamedesign and the outcomes dont always be what you want them to be.

Though I agree that it is a shame they didnt finish it they way they wanted.
