
Subject: credit income

Posted by [iRANian](#) on Thu, 26 May 2011 17:19:02 GMT

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comments?

I've attached the PP one that doesn't mention credit tickle.

File Attachments

1) [Game 2011-05-26 16-27-07-29.png](#), downloaded 788 times



2) [Game 2011-05-26 19-37-06-92.png](#), downloaded 336 times



Subject: Re: credit income
Posted by [danpaul88](#) on Thu, 26 May 2011 17:50:03 GMT
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Food for thought: Perhaps originally the refinery supplied 50% of credit income and the other 50% was meant to come from some other structure, such as an Ore Silo. So killing either cuts income in half, killing the other removes income completely.

Probably not what happened at all, but its interesting to speculate sometimes...

Subject: Re: credit income

Posted by [iRANian](#) on Thu, 26 May 2011 17:54:10 GMT

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That's possible yeah. There's a lot of extra dialogue for the tutorial mission too.

Subject: Re: credit income

Posted by [GEORGE ZIMMER](#) on Thu, 26 May 2011 22:37:19 GMT

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There was a lot Renegade was supposed to have. Tiberium silos, communications center, etc.

I wish someone would make a mod about how Renegade should have been, without making it crap by putting in a ton of models that have absolutely no purpose and creating an imbalanced mess.

Subject: Re: credit income

Posted by [zeratul](#) on Thu, 26 May 2011 22:41:40 GMT

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i 2nd above reply

Subject: Re: credit income

Posted by [MUDKIPS](#) on Thu, 26 May 2011 23:33:52 GMT

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EA...

Subject: Re: credit income

Posted by [Reaver11](#) on Fri, 27 May 2011 00:00:40 GMT

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Well I tried making such a mod yet it was too much work to finish it properly.
And ren is not big enough to fill servers up for mods like that.

Still have the map and the project(Nitromod)
Not my best work but if someone wants to use it tell me.
It was kinda a test to see if a more cnc like map works.
Answer is probably not.
Though with some help it can be made into a fanmap.

Toggle Spoiler

Main thing is Westwood redesigned the multiplayer quite alot so it depends what kind you want upgraded multiplayer from the current or in beta style.

Subject: Re: credit income
Posted by [iRANian](#) on Fri, 27 May 2011 00:46:50 GMT
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Yeah, I'd be interested in that. Could you make a release topic in the Mod Release forums? Don't know how exactly the 'logic behind' the big bases are set up but in a lot of cases the bases are too big to defend properly or you spawn inconveniently (e.g. far away from the vehicle production factory).

Subject: Re: credit income
Posted by [EvilWhiteDragon](#) on Fri, 27 May 2011 09:17:23 GMT
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Although the above map looks well designed, there is one fatal flaw. It is called size.

Subject: Re: credit income
Posted by [reborn](#) on Fri, 27 May 2011 12:10:40 GMT
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Interesting find, I concur with Dan Paul.

Subject: Re: credit income
Posted by [Reaver11](#) on Fri, 27 May 2011 13:55:25 GMT
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EvilWhiteDragon wrote on Fri, 27 May 2011 02:17Although the above map looks well designed, there is one fatal flaw. It is called size.

Yep that is the problem I found out with trying to make a map CNC like or to add all the missing westwood structure.

Even if the map is scaled down there's one other problem I have found out way worse than just the map size.

You can hide in practically any building which would require you to have at least a big team like 16 vs 16 and more mines and what not. Something that is not going to do it for real any more. Though the map does show two refineries + 2 harvesters per team works! I never got to a real test for the map due to real being low on players.

I mean how often do you find a building not being defended in say city flying or just empty?

Basically it is very logical some buildings got skipped and not being used it speeds up the gameplay and makes it more manageable. Though a building like a silo could be used more.

Subject: Re: credit income

Posted by [iRANian](#) on Fri, 27 May 2011 15:20:32 GMT

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Do you have any interest in releasing the work you did? The two Harvesters per Refinery setup would be useful for some of the maps I'm planning that are a tad bigger than the stock maps and have gameplay centering around tanks and field control.

Subject: Re: credit income

Posted by [Reaver11](#) on Sun, 29 May 2011 08:35:46 GMT

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I will see what I can do / might be useful if I can reach you on a teamspeak/irc or something like that.

Subject: Re: credit income

Posted by [iRANian](#) on Sun, 29 May 2011 08:39:43 GMT

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im on n00bstories/jelly/st0rm etc on the nick "iran"

Subject: Re: credit income

Posted by [limewire3](#) on Sat, 04 Jun 2011 00:46:58 GMT

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it'd be nice to have other structures

Subject: Re: credit income

Posted by [Generalcamo](#) on Sat, 04 Jun 2011 04:13:35 GMT

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I was planning on making a mod like that. Currently I added the m16 to the GDI rifle soldier, this is the original weapon that was to be used in renegade, plus it was the weapon in TD as well.

Subject: Re: credit income

Posted by [Reaver11](#) on Sat, 04 Jun 2011 09:32:54 GMT

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limewire3 wrote on Fri, 03 June 2011 17:46it'd be nice to have other structures

Check out this topic ->

<http://www.renegadeforums.com/index.php?t=msg&th=35819&start=0&rid=2> 2503

All the buildings are there except for the alternate conyards.

@Iranian I hope I can give you something usefull soon thingy is I have been a bit busy lately. So hopefully comming week.

Subject: Re: credit income

Posted by [iRANian](#) on Sat, 04 Jun 2011 11:57:12 GMT

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Don't worry about, I've been busy too
