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Subject: Asteroids

Posted by [Jerad2142](#) on Mon, 24 Oct 2011 23:29:04 GMT

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So who here has played the game asteroids? For those that have you know what it's like, kill the asteroids and all of that, well I've decided that Rp2 needs arcade machines that actually do shit. So now if you access an arcade machine in game you can play a few rounds of asteroids, well its more Comet busters, but that game was a rip of asteroids as well so same concept. The game is 4 player (one person at each arcade machine allows for an additional player to join in the fray.

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Subject: Re: Asteroids

Posted by [Jerad2142](#) on Mon, 24 Oct 2011 23:30:06 GMT

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\*Health bar - Your health bar is the number of lives you have left.

\*Armor bar - Your armor bar is the amount of energy you have for your shield (special action).

Shield allows you to go slamming through asteroids without taking any damage and leaving a path of destruction in your wake; however, while active, it drains power, and every time it absorbs an impact, it takes additional energy.

\*Weapon - Your weapon is an energy weapon that can disperse up to four rounds at a time, this means the sooner your rounds impact with something the sooner you can fire again.

\*Score will be recorded in game and best players will be remembered.

\*If you are playing the game by yourself and you quit the game will end right then.

\*The 1's and 0's mark the edge of the map, if you pass them you'll jump to the other side of the map just like in the real game.

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Subject: Re: Asteroids

Posted by [NACHO-ARG](#) on Tue, 25 Oct 2011 02:08:53 GMT

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how in the name of god did you make that? fucking awsome man, i wish there would be ppl when

i check the servers

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**Subject: Re: Asteroids**  
Posted by [halo2pac](#) on Wed, 26 Oct 2011 03:08:47 GMT  
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Sir, you truly have modding skills.

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**Subject: Re: Asteroids**  
Posted by [reborn](#) on Wed, 26 Oct 2011 07:54:20 GMT  
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That's a pretty nice idea, and a cool implementation.

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**Subject: Re: Asteroids**  
Posted by [Intradox](#) on Wed, 26 Oct 2011 21:28:12 GMT  
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That is insanely cool! You have true skill Jerad!

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**Subject: Re: Asteroids**  
Posted by [GEORGE ZIMMER](#) on Thu, 27 Oct 2011 12:49:57 GMT  
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Nice. A question, though- if you're on one end of the arena/whatever, will you still see the space texture, or will it fall victim to Renegade's default view distance? (I know you use like 1000m view distance as opposed to Renegade's default of 500, so yeah).

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**Subject: Re: Asteroids**  
Posted by [Generalcamo](#) on Fri, 28 Oct 2011 18:16:08 GMT  
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Remember that RP2 is standalone

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**Subject: Re: Asteroids**  
Posted by [Jerad2142](#) on Sat, 29 Oct 2011 20:34:00 GMT  
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Blarg, I already typed this up once, must have hit preview post or closed the page instead of

posting however lol.

NACHO-ARG

how in the name of god did you make that? fucking awsome man, i wish there would be ppl when i check the servers

Yeah I know, I'm kind of hoping that if I put enough stuff into Rp2, redo the balance, and rename the mod, we will get new players, or old will play it again.

@halo2pac, Reborn, Intradox:

Thanks guys, maybe I'll port it to Renegade as its own map so people can play it, however it won't have all the functionality the Rp2 version well (I don't want to build in a score system that Records the scores like I did in Rp2).

GEORGE ZIMMER wrote on Thu, 27 October 2011 06:49Nice. A question, though- if you're on one end of the arena/whatever, will you still see the space texture, or will it fall victim to Renegade's default view distance? (I know you use like 1000m view distance as opposed to Renegade's default of 500, so yeah).

Default is actually 300 but that's not the point, at this time yes, you would fall victim to not being able to see all the space. Keep in mind, under 4.0 you can specify the draw distance in tt.ini, so you don't have to hack your exe anymore.

I have been thinking about rescaling everything smaller, but if the RC cars in rp2 have taught me anything, it's when vehicles get smaller their physics bugs out more often, so we'll see how that plays out.

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Subject: Re: Asteroids

Posted by [kamuixmod](#) on Sat, 29 Oct 2011 21:00:15 GMT

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nice, if u made now something like this as a renegade version, then it would be nice playing renegade in renegade

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Subject: Re: Asteroids

Posted by [NACHO-ARG](#) on Sun, 30 Oct 2011 03:34:40 GMT

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yea like a 2d renegade lol, anyway i love your work man you are very creative.

i joined the servers right after the last release but nobody was there and lagged like hell, but i surely would join again if ppl start to play it, i remember wen i saw those maria juana stores rofl i thought it was reall weed damm you jerard

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Subject: Re: Asteroids

Posted by [Hypnos](#) on Sun, 30 Oct 2011 19:27:39 GMT

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That looks amazing.

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**Subject: Re: Asteroids**

Posted by [Jerad2142](#) on Fri, 04 Nov 2011 06:10:40 GMT

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It's been successfully rescaled into a 300 compatible view size (25% of its original size) and I've noticed no weird Renegade physics bugs; although, it might require a faster collision detection time as the objects are smaller now, but we'll see what testing leads me to believe.

Score Board will be available for both Renegade and Rp2 servers, the only difference will be where the server saves it to.

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**Subject: Re: Asteroids**

Posted by [Jerad2142](#) on Sat, 05 Nov 2011 06:40:43 GMT

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So I've been working on a lot lately (homework and my job) but finally today I've been able to slip in some more time, so here are a few updates.

The players ship now has a better bullet effect (the energy rounds spark a bit which leaves a trail, helps the play adjust for their next shot).

I have added in the good old UFO, here you see it hyperspacing into the arena:

And here is a picture of it after arrival:

And here are two pics from my test trials, I was just seeing how well it ran performance wise, in during these pictures there was 200+ comets in the arena and about 40 UFOs floating around:

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**Subject: Re: Asteroids**

Posted by [Spoony](#) on Sat, 05 Nov 2011 12:15:22 GMT

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perhaps the Scrin ship could make a cameo.

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Subject: Re: Asteroids

Posted by [Blazea58](#) on Wed, 09 Nov 2011 13:28:39 GMT

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Here is some pictures i took while testing. It has really good gameplay and is very challenging as you get to higher levels. I think i got to level 16 at the highest so far with Jerad playing also.

It will be able to be played by 8 players at once so that should make it easier (if people don't ram into each other by accident lol, it happens)to get up to level 20 or much beyond that.

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Subject: Re: Asteroids

Posted by [reborn](#) on Wed, 09 Nov 2011 15:58:19 GMT

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You should have an arcade game where you play renegade online, introduce some paradoxial shit (or perhaps just irony).

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Subject: Re: Asteroids

Posted by [Jerad2142](#) on Wed, 09 Nov 2011 16:25:28 GMT

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Lol, I'll admit that'd be funny, but I want to keep this stable as possible, and it has to have pretty good performance as well (because if the FDS has a low framerate that'll slow the detection timer which would result in a lot of collision misses).

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Subject: Re: Asteroids

Posted by [Jerad2142](#) on Wed, 16 Nov 2011 06:15:53 GMT

Well, although I'd like to do further internal testing, I'm having issues finding enough testers, so if you'd like to download the latest test, let me know of when a good time to test would be (Testers only test when I'm around, I lose hair trying to figure out what happened from written explanations alone lol).

Ideally I'd like to have an 8 player test sometime soon, no promises however, all depends how busy I am in real life.

Forewarning, there are a few known issues:

\*Beings it's a mix I can't edit the strings file so I have to use Renegade strings to name things, which has left me naming the ships numbers and the asteroids warning, things like that.

\*You need to have keys.cfg updated in order to play (I have made an exe that will patch your keys file for you, all you have to do is run it in the folder containing Renegades ACTIVE keys.cfg).

Wide Screen Picture With horribly Stretched Renegade Lens flare

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### File Attachments

1) [Screenshot.31.png](#), downloaded 794 times

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W



**Subject: Re: Asteroids**

Posted by [kamuixmod](#) on Wed, 16 Nov 2011 12:34:16 GMT

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jerad you know that im still rp2 tester but the problem is that we cant download it in the Internal Tester Section, since u didnt put it in there yet

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**Subject: Re: Asteroids**

Posted by [Jerad2142](#) on Wed, 16 Nov 2011 14:47:51 GMT

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Oh sorry forgot to mention, we're testing the Renegade version.

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**Subject: Re: Asteroids**

Posted by [Generalcamo](#) on Fri, 18 Nov 2011 00:30:36 GMT

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TT adds support for map\_strings I believe.

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**Subject: Re: Asteroids**

Posted by [Jerad2142](#) on Fri, 18 Nov 2011 05:04:33 GMT

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Generalcamo wrote on Thu, 17 November 2011 17:30TT adds support for map\_strings I believe. You are indeed correct, however that requires me to get a 4.0 server (if you get killed by something it tells you in text by what, and if it was a 3.4.4 server it wouldn't be able to find the string and the server would blow up and crash... moving to a 4.0 server would require me to update my code to 4.0... lol and yeah that's when things start getting complicated).

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**Subject: Re: Asteroids**

Posted by [crazfulla](#) on Thu, 24 Nov 2011 00:17:40 GMT

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Nice earth you have there, but some other phenomena would be nice. A swirling black hole, vast galaxies etc.

skyboxes are win!

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**Subject: Re: Asteroids**

Posted by [Jerad2142](#) on Thu, 24 Nov 2011 23:50:42 GMT

crazfulla wrote on Wed, 23 November 2011 17:17Nice earth you have there, but some other phenomena would be nice. A swirling black hole, vast galaxies etc.

skyboxes are win!

Other effects in the background could only make the asteroids harder to spot.

As for the skyboxes this is being built to work for basic 1.037 Renegade, so you can play it without the patch, it won't work as well of course but I'm not going to eliminate any possible players from it.

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