Subject: Hardcore Renegade
Posted by Titan1x77 on Thu, 29 Aug 2013 00:19:47 GMT
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Today, I'm happy to announce a new project I started last week

Improvements:
- All new score awarded for damage (unlike renegade where it gave a majority of the points to who gets the kill)
- An all new Rebalanced armor.ini (Orca/apache) (mutant skin) (explosions that actually kill you)
- Improved bones.ini (head 4x, chest 1.2x, ab's and pelvis 1.1)
- More variety between all characters health/armor/speed/jump velocity across the board (new armor, some lighter armor which you'll run faster with)
- Powersuit will be tiberium resistant (which is what it was meant to do)
- Every weapon will be rebalanced, tested against each character and vehicle
- Health regeneration for all characters with free characters with the least rate and least amount upwards to tier3 having fastest rate with the most amount.
- 1 new Demolition character for each team with 2 of each C4 and 2 weapons (AoN, a shotgun and grenade launcher)
- 1 rebalanced mutant per team (who will only regenerate in tiberium)
-Anti-aircraft rocket solider

SSGM plugins used:
- Veterancy System (with different levels and upgrades)
- AntiSpawnKill
- no absurd crates, no vehicle shells, no crazy mine/vehicle limits, no weapon drops

*Open to other possible ideas for server side settings

Early ideas:
- Tech levels based on total team credits earned (doesn't have to be saved, just earned) or based on harvester unload count
- AI harvey that will carry 2 passengers (not drivable, just ride-able)
- Ladder/ranking system based on SPM
- Volt rifle will do direct damage to health as it bypasses any armor (does not apply to vehicles or buildings
- No refills on health/armor, only refill ammo
- Desert Eagle for havoc/sakura and hottie/tech
- Nod will get the recon bike back and it's SSM(flying maps only with BD), GDI will get it's A10 Napalm bomber (on Flying maps with BD) (A10 might be a Airstike called in to select areas for either team...maybe !vet reward)
- Tier 2 sniper is silenced
- Radar improvements, larger radius and map background.
- Screen shake improvements (less overall but with heavy shells and C4 remaining about the same)

Summary:

Personally, I miss vanilla Renegade, maybe it's for nostalgic reasons, but renegade hasn't felt the same for quite some time. The games and wars I played in felt so much more competitive in the early days.

I feel the urge to strip some of the outrageous game changing elements in "todays" renegade, but also give it a fresh feel, keeping people trying new tactics with having new character classes (ex. demolition class), subtle changes (ex. sydney suit is tiberium resistant and less explosive damage), more emphasis on tank/mine limits (Tanks to buildings and mines to doors ratio per map)

I think health regeneration will be a big change, but I'm planning on upping the infantry on infantry damage to be much higher, thus rewarding the quicker skilled shooter, by dropping his enemy in less time and being able to heal in a reasonable time. Let me get into how this works in it's current state...

Free Infantry-
After 6 seconds of taken the initial damage, which will have to be below a threshold (20% of full).

ex. 100 health, it activates at 80 health left and shuts back off after you max back out >80(which can now only be 99 max)
Tier 1- 5.5 seconds and 20%
Tier 2 - 5 seconds and 20%
Tier 3 - 4.5 and 20%
I could set the time for everyone at x seconds but change the percent you get back for each tier.

Why I'm doing this and how?

I started playing again to show my girlfriend (who is also a gamer) how great C&C mode was. I still think this gamemode is one of the best to this day.

Initially, I wanted to make another map in my spare time and just enjoy doing so. Level design was just as engaging as playing. But the more i thought about it, and the more I was frustrated with playing "todays" renegade, I said "forget making a map for weeks/months at a time and start a project to completely rebalanced renegade"

At first, i thought, could i make a TC using renegade's assets? Surely I can't distribute it for free? But using a valid serial I could (the old fashion way)

Then I figured the good ole .pkg system could work ....no cameras.ini though :/

The server would just run the .pkg mod, no other .mix maps needed, otherwise i think if both are run it still causes 0 bug?

I could make weekly builds and tweak settings with minimal downloading as all players have the standard maps I could add any custom map into the .pkg with it's files and you would only download what has changed or added to the .pkg when you join the server.

Each map will have to have it's temps20.ddb changed (standard maps don't have them) to only use the default purchase menu's and any other turrets or map essential objects "temped" will be reviewed or modified to fit the new damage/points system.

Ive got 90% of the infantry setup with their weapons, going forward I'll be working on the vehicles next.

This will be an open project where anyone can contribute idea's, new models, textures, animations... whatever you want to help with, if not I'll work with what is ingame. Not sure where I'll be hosting the forums/site, but I'd like to start gathering beta testers and get some reaction to if this would be something people are interested in? I could host a server or as it will be an open project anyone else may host it or give it a try.

I'm also going to redesign or create new levels with lesser used structures (such as if I can upgrade the radar to how it was pre 4.0 I'd use the Comm center) and capturable Silo's (in a 1, 3, or 5 domination style format) where you'll simply earn more credits for your team or a tech structure allowing for access to build certain units, or a shared ion/nuke control building set at a choke point where you can fight over the rights to activate beacons for your team. The ideas on what to reward teams with choke point controls are endless. But always keeping the true base destruction C&C mode the way to win the match.

I'd like to get some thoughts on what I can and can't do with .pkg distribution. Not sure how Brenbot handles them? also I wanted to hash check against the .ini files and .ddb so when the players have an old version or modified version it will automatically download the new one before joining vs. just kicking them. Any brenbot and/or TT4.0 experts know?

Also, instead of allowing skins (non-pure server) maybe a community of the top 2 skins (voted on) per team be chooseable for characters and vehicles ingame, if something better come's along I'll just drop in the new character skin into the .pkg for the alternate skins. This way everyone see's you with ur skin choice and allows the server to run on pure. Which I think C4 skins need to go and any skins in general. I'll meet the players who enjoy there skins halfway. Also, I'll make a clear sniper scope by default (or once again a vote on something fair), since the old one is so bad on certain maps, if it was true nightvision i'd use the original.

I understand with something like this I'll get a ton of reaction to things people cling to when they play renegade, maybe some people like shooting down orcas with their ramjet, maybe others dislike health regeneration, maybe people love to use their skins... Posting a ton of idea's like this is bound to catch flak, but keep an open mind and determine if this as a whole is something worth doing/playing at this juncture of renegade's life.

I wouldn't consider it to be a waste of time on my behalf, as flying thru settings in LE can be tedious but shouldn't take to long to setup or maintain.

Thanks to all of the people still scripting/developing, hosting servers, and playing the game still. It's really nice to still be able to jump into a game of renegade at almost anytime and see TT is still at work improving the game!

Subject: Re: Renegade _____?
Posted by Aircraftkiller on Thu, 29 Aug 2013 00:36:04 GMT
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It's cool that you're willing to do all of that work, but I'm left wondering if there's enough players in this game to merit any modding. Even the big mods are dead. Reborn's dead, APB is dead, and AR will likely be DOA. Have fun if you're going to do it, but I think you'd be better off trying to mod a different game

Subject: Re: Renegade _____?
Posted by BAGUETTE on Thu, 29 Aug 2013 01:34:09 GMT
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Aircraftkiller wrote on Wed, 28 August 2013 17:36It's cool that you're willing to do all of that work, but I'm left wondering if there's enough players in this game to merit any modding. Even the big mods are dead. Reborn's dead, APB is dead, and AR will likely be DOA. Have fun if you're going to do it, but I think you'd be better off trying to mod a different game

Agreed, you will probably have great fun creating this mod, but going to be let down with the amount of players it is ultimately going to attract

Subject: Re: Renegade _____?
Posted by Titan1x77 on Thu, 29 Aug 2013 02:03:50 GMT
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Hey Aircraftkiller, Nice to hear from ya after all these years!

I feel the same, which is why after going through all the infantry presets and associated armor types, I thought I have to be close to 40% into this, and feel I should gauge the community's still left playing.

I think I'll continue to follow through with this until my enthusiasm runs out for it.

I'd love to hear your input. I thought of you the other night while trying to decide to take out Nod's APC for the recon to be more TD like, but I'm not basing this on strictly TD, yet im not adding any TS units either...

If anything I'll follow the C&C timeline and possibly put experimental weapons and units between TD and TS ...Renegade 2013?? maybe an early version of the Toxin soldier or whatever that may of been phased out and were in development around 2013

Since TD took place in 2002 and TS took place in 2030, maybe very early version's of TS units and weaponry. But that's thinking long haul. I want to focus on gameplay, then tweak from there.

Actually 2014 is the exact halfway point between the first and second tiberium war, maybe

Renegade 2014?

Subject: Re: Renegade _____?
Posted by Titan1x77 on Thu, 29 Aug 2013 02:11:18 GMT
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VuLTiMa wrote on Wed, 28 August 2013 21:34
Agreed, you will probably have great fun creating this mod, but going to be let down with the amount of players it is ultimately going to attract

Well that's sort of why I'm posting this, to know what kind of attraction it has...Do you still play? I'm sure people will give it a try at some point, but as far as people who regularly play, would this type of change be welcomed?

Subject: Re: Renegade _____?
Posted by Lazy5686 on Thu, 29 Aug 2013 02:39:15 GMT
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Titan1x77 wrote on Wed, 28 August 2013 19:11VuLTiMa wrote on Wed, 28 August 2013 21:34
Agreed, you will probably have great fun creating this mod, but going to be let down with the amount of players it is ultimately going to attract

Well that's sort of why I'm posting this, to know what kind of attraction it has...Do you still play? I'm sure people will give it a try at some point, but as far as people who regularly play, would this type of change be welcomed?

Honestly, a new mod would likely die within a week. A quality, standalone map that could be run on a stock or modded server would probably be appreciated more.

Assuming you are the same Titan who created Uphill, Cairo and several other maps, your maps and ACK's are some of the few that were of high enough quality to be well known and played over the years. That being said, Terrace and Cairo are terribly unbalanced.

On a side note I have been working on a slight edit of Cairo to fix up the main balance issue, stealth tanks, and add a few more relatively minor things in as well as tweaking the lighting to daytime. I was simply going to release it, with credit of course, as I did not believe you were still around. If you do not wish me to however, that is fine.

Subject: Re: Renegade _____?
Posted by ehhh on Thu, 29 Aug 2013 06:38:23 GMT
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have a look at reborn and see the playerbase that has.

Keep in mind that Renegade itself is set in 2020, which doesn't make much sense.

You should remove Ramjets and rebalance the PIC/Railgun, they're more effective at taking down tanks then other tanks because they're instahit, it's just lame. You could make it a 60 damage per shot weapon and give it to a middle tier infantry class, while having the highest tier infantry class (i.e. PIC Sydney and Raveshaw now) have a strong anti-tank rocket launcher.

You'll have issues rebalancing aircrafts so I suggest lowering their maneuverability and making their weapons require a reload. If it's feasible to hit aircrafts with tank and really damage them it should be feasible for infantry too, the aircrafts themselves would still be a good choice but not on the top of the scoreboard every time.

On other issue in Renegade is the rate at which Technicians repair tanks, a teched Arty is very hard to stop for example.

Arties need to do less screenshake and have less splash radius, maybe a small damage decrease of 5-10 would be in order too.

I suggest removing SBHs, they're detrimental to gameplay.

Any currently useless infantry (flamethrower, grenadier, rocket soldier officer, officer, LCG, tib sydney, patch, Gunner, Mobius, Mendoza) needs to be rebalanced. At the least change ammo and/or make them shoot slower with more damage, you should also reduce their cost or give them perks like Tiberium heal or more HP.

Give Mendoza and Mobius infinite ammo and double their current range.

Stealth Tanks should do less damage to buildings, about 10%.

Mammoth Tanks should do way more damage and their rockets should have more range, a slight speed increase too. Maybe the rockets can do less damage against tanks (but more against aircrafts?) to compensate.

Flame Tank should have more range, more HP but do less damage to compensate. They should be more of a threat in the field with GDI requiring more effort and time to destroy them, allowing the other Nod vehicles to push up and hopefully take field.

Medium Tanks could use a small speed boost and damage against buildings boost. If you're not gonna change the repair rate of the strong Repair Gun on buildings they also should do a bit more damage against vehicles. Sadly that makes them more powerful in very small games, but at the moment they're not as useful as Nod vehicles in large games.

MRLS should have a rotating turret and should shoot two large rockets with 75% the splash of Arties, more total damage per salvo than Arties but with a 100-150% larger reload time than the Arty. Make the missiles it shoots faster too, about 75% of Arty shell speed. At the moment the

MRLS works very well on maps like C&C_Field but in general gets beating badly by Arties. With these changes they should do worse on C&C_Field (no rotating turret) but better on most maps. It might be necessary to remove homing ability of the missiles.

Humvees and Biggies should be more durable and do more damage against vehicles.

Give Nod a re-textured GDI APC model, the current Nod APC blows.

Increase the fire power of the AGT, at the moment it really doesn't stop anything other than infantry.

Nod Turrets should do more damage, have more range and more HP. They don't really do anything at the moment.

Flamethrower should do more damage against vehicle and infantry. Grenadier should do more damage against vehicles and it's weapon should shoot in a more horizontal arc, the way it shoots now is dumb and only effective against the Harvester and buildings.

Mines should do more damage and trigger at a closer range (this also fixes the 'mining above doors' exploit), at the moment you can survive seven mines planted at a building door by jumping the wall next to the door, causing the mines to explode but you taking less damage cause the walls absorb damage :/

Hotwires/Technicians should not be able to take out a building on their own. I know people will disagree with this but the focus of the game is using vehicles to take out structures or coordinated infantry rushes, it's just to easy even on large servers to take a building down on your own with a Hotwire/Tech.

Subject: Re: Renegade _____?
Posted by Hypnos on Thu, 29 Aug 2013 11:08:18 GMT
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I'm interested in this, but I also believe there is no player base for this mod, best of luck nevertheless.

Subject: Re: Renegade _____?
Posted by EvilWhiteDragon on Thu, 29 Aug 2013 13:05:59 GMT
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I *think* you can distribute packages through the launcher, but if that's not possible you could also repackage maps with the changes embedded. If you then use the version system in TT packages, you could even maintain the same name across versions.

Oh and, by posting this in the general section, the chances are that StealthEye and/or JonWil don't read this, which could be a missed oppertunity.

Subject: Re: Renegade _____?
Posted by jonwil on Thu, 29 Aug 2013 13:48:37 GMT
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I like this idea, making Renegade play better would be cool.
Any scripts related things you need (or will be using) for this?

Subject: Re: Renegade _____?
Posted by Titan1x77 on Thu, 29 Aug 2013 18:46:24 GMT
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Lazy5686, Yes I agree big wide open maps had issues with Stealth Tanks. I have no problem with you modding the map. I may have the gmax file for it somewhere if needed.

I recently downloaded Reborn and APB, I joined a couple of games with a good 20 players or so for Reborn, and have seen the APB server have about that amount too... yes it's not always like that and haven't checked in a week or so, but that's not really comparable. You won't have to download anything outside of the game for this. All you need is TT 4.0 to autodownload the .pkg

EvilWhiteDragon, I'll look into the version system for TT to keep this as tidy as I can with a minimal update to the .pkg downloads. If there is any documentation you can point me to I'd gladly have a look at it.

iRANian, Yea just had a look at my manual and yes it says 2020, which is odd, since TS takes place in 2030 and yet no signs of technology closer related to TS then TD which was set 2002. I know a wiki isn't the best place for accurate info, but some units were retired after the first tiberium war, yet still around in 2020? either way, I suppose that put's the end to Renegade 2014 as it's name lol

Onto your ideas...

Ramjet will be a total anti-infantry weapon, infact I'm giving Aircraft it's own armor and buggys/humvees will carry a modified version of light armor, where the ramjet will be a lesser threat.

Rail/PIC will be Tier 3, these are essential to have some infantry be effective against tanks, If you lose your WF/AS this is really your only chance. Although i already have a Tier 2 Rocket launcher which is 700 credits for GDI, with a lock on target for AA capabilities. Nod in return will have the SSM back with long range lock on. side note: The railgun originally was planned not to have a tracer, but Westwood found this to be unbalanced to the PIC, now that the powersuit will actually

be a worthy armor, I may balance this with slightly more health for Raveshaw and make a barely visible or small projectile for the railgun.

Aircraft should be a decent choice but not OP with these modifications.

Yes those pesky Tech/arty combo, TBH... I use this to jump out to a quick lead, it is a lil OP and will be addressed. The top leaders on the xwis ladder use this and I'll make sure it isn't so OP.

Screenshake will be reduced as a whole. Although Arty's should still have the most out of them all, maybe on par with the mammys cannon, I'll check the settings.

SBH, are now 700 and are on par with the new Gunner with lock on, yes they don't counter each other but both have something the other team doesn't.

Flamethrower and grenadier will be better against vehicles and buildings, also they will carry better armor, the flamethrowers armor was already set up like this (i modified it a lil), and I already gave the grenadier a flak jacket.

Mobius and mendoza are both being looked at, i won't increase range, but may change it's warhead to electric, which isn't used and will be only for the volt rifle, I can then have it bypass the armor and do damage right to the health making them as strong as an Ramjet vs. infantry but of course at 50m or less. for vehicles and buildings it will operate as normal. I'll do more testing on this once my vehicles are set up.

Stealth tanks are the ultimate building killer, they don't survive well against med's and rightfully they shouldn't... I think a higher price for this technology would be a better change, thus giving more points for damaging/death since my new scoring system is closely related to price of then unit. Failed rushes will hurt your team point wise.

I like the ideas for the mammy... A very slight speed change is in order (yet still being the slowest vehicle, closer to the MRLS) And yes the rockets can be modified to be better against aircraft and less for tanks since Aircraft will use it's own armor now, yet it still won't have a long range of a lock on launcher the gunner has. GDI already has the upper hand on AA compared to Nod.

I also agree with the Flame tank, getting them into range can be a real pain and a waste of 800 credits most of the time. From my experience Flame tanks are great when the enemy has lost structures and are in defense mode sitting in there base, allowing you to freely get through the field. Slight range increase is do-able, but you can't expect to use this when you don't have the field already. I'd say it has it's role.

Med tanks speed was noted as "the Medium Tank is able to perform maneuvers that are quick for its weight" i think the med tank may be perfect as is. I'll see once tanks are setup and testing begins.

I included rotating MRLS after ACK had used them, but thinking about it now, I wanted them to go back to it's TD version. you described the SSM with 2 rockets and a rotating turret. I'll look into upgrading or decreasing the price for this unit in the future.

Humvee will be slightly more armored then the buggy yet slower, both will have its A/I gun, I can give humvee a bit more ammo before reload vs. the buggy, but give the humvee a bit longer of a reload. These shouldn't be anti-tank but will have the stronger Steel warhead, so it does damage tanks a small amount. I can make Steel a bit better against aircraft, since I removed all steel warheads from infantry.

I was thinking of removing Nod's APC all together in favor for the recon bike... this is TBD tho.

Base defenses will be looked at once I get all infantry and vehicles set up properly.

Explosives have already been modified, which is a real need for a strict mine limit now.

No comment on changing Tech's/hotties

jonwil, I'm using some of the current scripts from 4.0 and don't see a need for any new scripts yet, i'm sure at some point I will though.

Subject: Re: Renegade _____?
Posted by Titan1x77 on Thu, 29 Aug 2013 20:45:20 GMT
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Here's a script I may need.

Allow a character to ride along with the harvester.
Last Time i checked if you enable transitions on a harvy you can drive it and the AI will take back over once you jump out.
I'd need a script to attach to a vehicle as the "AI is always driver", and you can always be gunner (if weapon is present)
this could bypass transistions or if needed i could enable them if the player who enters can never drive.

Also I was thinking the one downside to being a mutant is you cannot drive vehicles. Which brings up another script idea.

*if preset
*cannot drive but can ride along

maybe the second script could be made for the harvester too

Subject: Re: Renegade _____?
Posted by YesNoMayb on Thu, 29 Aug 2013 22:31:16 GMT
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I like what you're doing here, however; I would've started this project years ago when the game

was still popular.

Subject: Re: Renegade _____?
Posted by iRANian on Thu, 29 Aug 2013 23:00:36 GMT
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I disagree with some of your intended changes, but yeah I wouldn't mind the Nod APC being removed as is.

Subject: Re: Renegade _____?
Posted by ehhh on Fri, 30 Aug 2013 07:51:05 GMT
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if you do that, dont bump the art price like it is on bunkers (not sure if you made that or what)

gdi having the ability to have an apc in your base and you can only afford buggies/recons is unfair.

Subject: Re: Renegade _____?
Posted by Hypnos on Fri, 30 Aug 2013 12:47:22 GMT
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I think the idea of replicating the GDI APC model for Nod is a good idea; it would make sense. The original Nod one isn't completely useless mind you, but I think copying the model is a better suggestion than removing it entirely.

Subject: Re: Renegade _____?
Posted by Lazy5686 on Fri, 30 Aug 2013 14:27:53 GMT
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Titan1x77 wrote on Thu, 29 August 2013 11:46Lazy5686, Yes I agree big wide open maps had issues with Stealth Tanks. I have no problem with you modding the map. I may have the gmax file for it somewhere if needed.

Someone (jonwil?) came out with a nifty program named LevelRedit but thank you for the offer. http://multiplayerforums.com/index.php?/files/file/72-levelredit/

ehhh wrote on Fri, 30 August 2013 00:51if you do that, dont bump the art price like it is on bunkers (not sure if you made that or what)

gdi having the ability to have an apc in your base and you can only afford buggies/recons is unfair. I could have sworn Bunkers was ACK's. Snow has the same issue and Snow was definitely by ACK.

Subject: Re: Renegade _____?
Posted by ehhh on Fri, 30 Aug 2013 14:46:21 GMT
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well titan mentioned replacing the nod apc with recons, so i figured he made bunkers :<

Subject: Re: Renegade _____?
Posted by Hypnos on Fri, 30 Aug 2013 15:51:32 GMT
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I didn't know ACK made Snow. The price change of the artillery never did make sense to me on that map.

Subject: Re: Renegade _____?
Posted by Titan1x77 on Fri, 30 Aug 2013 15:51:47 GMT
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yesnomayb, yea that would of been ideal to start it then, but there's no saying you can't repopulate the game.

ehh, The buggy will be cheaper then the humvee, recon the same price as a humvee and the arty will be cheaper then the GDI APC. This is still a questionable idea on removing the Nod APC all together. I didn't make bunkers, that was done by ACK.

lazy, Im familiar with LevelRedit... it won't turn a .mix into a gmax file tho.

Subject: Re: Renegade _____?
Posted by Lazy5686 on Fri, 30 Aug 2013 23:15:10 GMT
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Titan1x77 wrote on Fri, 30 August 2013 08:51lazy, Im familiar with LevelRedit... it won't turn a .mix into a gmax file tho.

True. Just about everything is working however, with one exception. I can't seem to find which file the Nod Construction Yard uses for the pad in front and it appears as missing in game.

Subject: Re: Renegade _____?
Posted by iRANian on Sun, 01 Sep 2013 08:15:21 GMT
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Maybe that pad is in the mix file of the final map? You can check with XCC Mixer.

And Yrr made LevelRedit, the same guy who did Renegade Resurrection. Not jonwil.

Subject: Re: Renegade _____?
Posted by Titan1x77 on Mon, 02 Sep 2013 23:26:47 GMT
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Not sure about the texture it uses, but opening the mesh in W3d viewer you should be able to scroll down and find which file it uses.

Update on the mod:
Infantry are 100% set up (details on every unit coming soon, with an alpha test)
Vehicle set up and testing underway.

After fiddling with .ldd and .ddb files in Level edit, I'm going to be able to bring in fanmaps quite easily. First, I delete any temps made to purchase settings. Then I go to instances and remove all crates and weapons or other gameplay changing objects. Finally make sure all Temp'd turrets, guntowers, or buildings are created equal and can leave those temps with the map. I'm only bringing in quality maps!

So i ask, What are the best custom maps you enjoy?

also for script's needed...

-No heal effect on SBH or change to an invisible heal effect?

-Tech level based on harvy dumps 2,4,6, Can i just find what message is sent per team to send a custom on this event?

-per unit build time?

-helipad (simple) just spawn at location instead of WF, use construction zone too if possible. (Tried MDB scripts those are broken with 4.0, tried TDA and couldn't get the cinematic to work with a vehicle carried, and is to complex for a simple task of just spawning Aircraft at a location.

Subject: Re: Renegade _____?
Posted by Mauler on Tue, 03 Sep 2013 01:05:08 GMT
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Titan1x77 wrote on Mon, 02 September 2013 17:26
-helipad (simple) just spawn at location instead of WF, use construction zone too if possible. (Tried MDB scripts those are broken with 4.0, tried TDA and couldn't get the cinematic to work with a vehicle carried, and is to complex for a simple task of just spawning Aircraft at a location.

With some custom scripting you can do it with easily..

Zunnie has made me a custom script that is based on a poke,buy system that has extended options..the ones currently in 4.0 didn't have the parameters i needed

here are some of the settings i needed.. if you can get someone to create a similar script.. than i can provide you with a cinematic text file for helicopters that fly in from off the map to a pre determined postion i.e helipad..

this script wouldn't affect the normal WF and Strip constructions or strucutures.. but to apply the VTOL vehicles you can't use the "Flying Vehicles Enabled" option in LE.. as the preset flying vehicles are tied to a certain custom controller instead of the WF/Strip menu.

Note: it also clears anything on the pad, if there is anything... works exactly like a normal construction zone. Also have a cinematic for Transports with harness to carry ground vehicles to your location of choice..

Controller ID
Team
Cost
Preset Name
Drop Location
Drop Facing
Cinematic Text
Purchase Sound
Insufficient Funds Sound
Timer

Subject: Re: Renegade _____?
Posted by Mauler on Tue, 03 Sep 2013 01:39:41 GMT
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Here is a video of the script and cinematic

http://www.youtube.com/watch?v=_FmBYQucXHI&feature=youtu.be

Subject: Re: Renegade _____?
Posted by Titan1x77 on Tue, 03 Sep 2013 02:34:37 GMT
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Thanks Mauler, but unfortunately this isn't what I'm looking for.

I want it to spawn outside of the WF on anything/anywhere (was going to use a helipad model)

Infact it's for the A10 Bomber, if this fit in the WF, I'd have no need for a helipad.

Dante's script TDA_VTOL_something or other actually cancels out the WF production and then uses a cinematic to deliver it much like zunnies script.

http://www.renegadeforums.com/index.php?t=msg&goto=18541&rid=0

Reason being this isn't for a new map, this would be on all flying maps by default

GDI would receive the A10 bomber with a limited amount of napalm and Nod would be getting the SSM

This is a very small priority, Ive got the A10 working and SSM should be easy enough using the MRLS model to start with.

Subject: Re: Renegade _____?
Posted by danpaul88 on Tue, 03 Sep 2013 16:50:12 GMT
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Saberhawk wrote something that hooks WF purchases and delivers the vehicles to predefined spots with a cinematic but it's probably going to be a while before it hits the public 4.0 builds. See the Mammoth MkII in Reborn for an example.

http://www.youtube.com/watch?v=JkzfejNlu44

Subject: Re: Renegade _____?
Posted by Titan1x77 on Wed, 04 Sep 2013 01:37:34 GMT
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That's exactly what I need... otherwise I'd have to setup a poke terminal on every map for the mod.

All day Ive been tinkering with the A10 too... which is what this script is needed for. I have it ready to go, just messing with it's flight settings.

I'll make a video of it, Also is anyone willing to host a forum for this mod?

Subject: Re: Renegade _____?
Posted by iRANian on Fri, 06 Sep 2013 06:50:29 GMT
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I think it would be best if you'd start with a mod forum topic and if you feel it's going well enough

and you still have motivation you could start a forum.

Subject: Re: Renegade _____?
Posted by Titan1x77 on Wed, 18 Sep 2013 01:01:15 GMT
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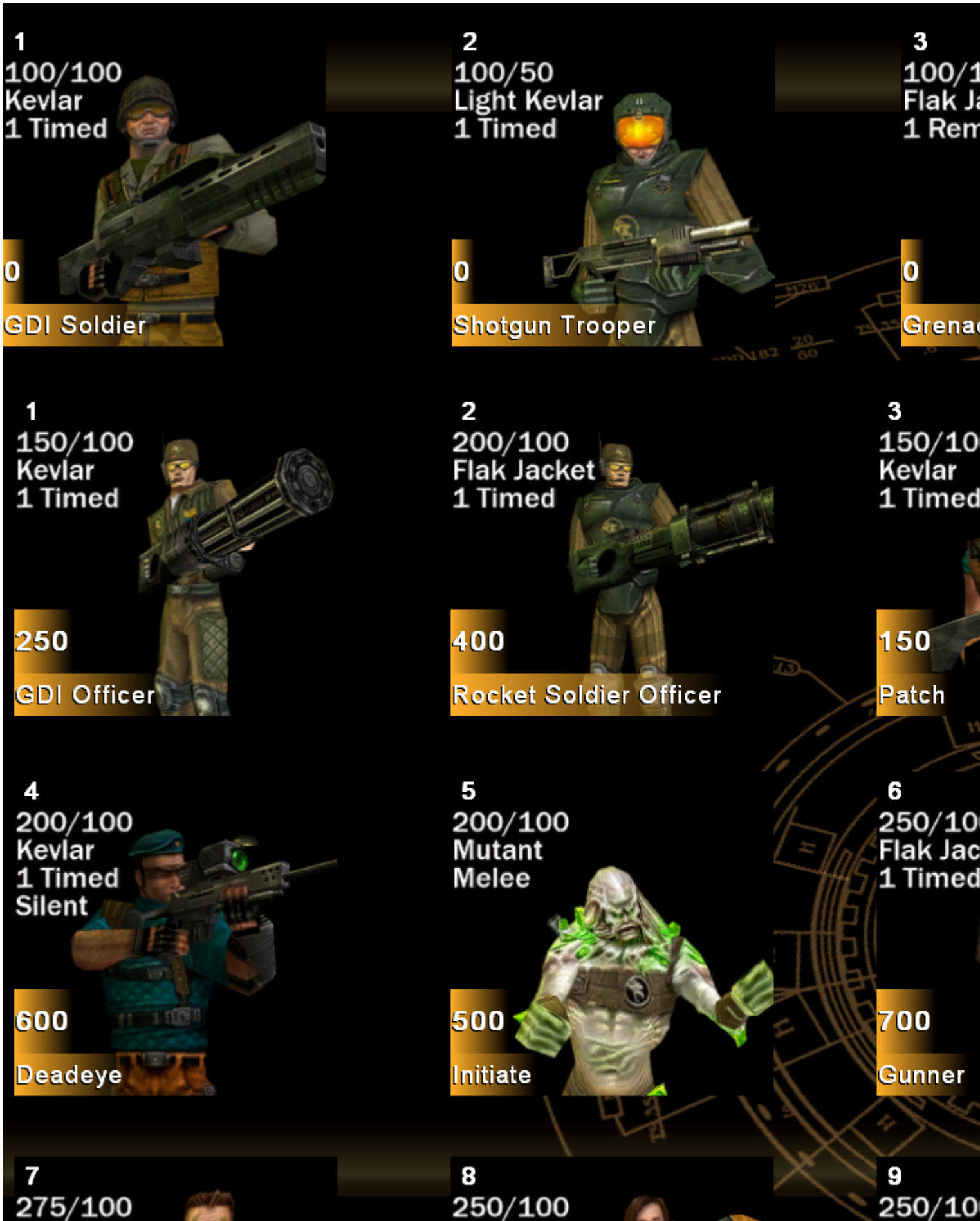
Quick update:
All Infantry are setup properly
All vehicles have been setup, besides the point damage (will be testing and making it balanced soon)

Working on scorestreaks for the !vet system (drop pod, airstrike,etc..)

Here's some PT screens for GDI and Nod

File Attachments

1) GDI.png, downloaded 427 times


1
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GDI Soldier
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GDI Officer
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Flak Jacket
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Rocket Soldier Officer
3
150/10
Kevlar
1 Timed
150
Patch
4
200/100
Kevlar
1 Timed
Silent
600
Deadeye
5
200/100
Mutant
Melee
500
Initiate
6
250/10
Flak Jac
1 Timed
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Gunner
7
275/100
Kevlar
2 Timed
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250/100
Powersuit
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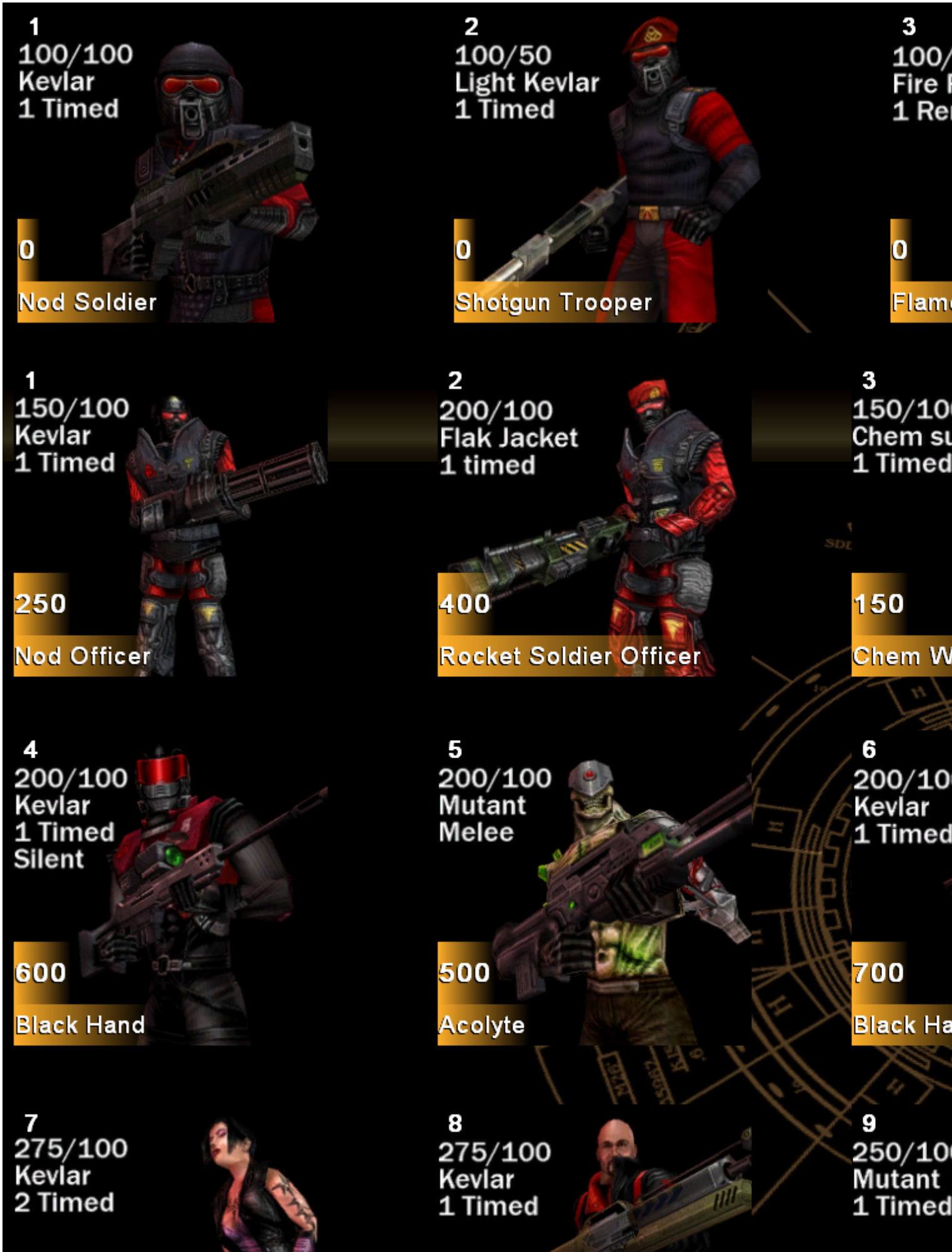
2) nod2.png, downloaded 432 times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Kevlar
1 Timed
9
250/10
Mutant
1 Timed