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Subject: My mod so far

Posted by [Stallion](#) on Tue, 14 Jan 2014 08:02:39 GMT

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I thought you guys might want to see what your help as contributed towards so far.

I'm making my mod look as professional as possible, so there won't be any guess work as to what you're buying or holding (which can be a pain in the ass with all the beacons there's going to be)

I could use anyone that can do scripting, gmax work, or map making, so let me know if you're interested taking part in a kick ass project.

### File Attachments

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1) [stallionsmod.png](#), downloaded 1261 times



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Subject: Re: My mod so far  
Posted by [iRANian](#) on Tue, 14 Jan 2014 08:23:14 GMT  
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good mod

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Subject: Re: My mod so far  
Posted by [Stallion](#) on Tue, 14 Jan 2014 09:09:51 GMT  
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As part of the mod I have a special type of deployables that take 60 seconds to become working

turrets/guard towers (and more in the future), and start neutral with 1 hp (with a regen over the 60 seconds as it builds).

Look closely and you'll see that it leaves no guess work with any of it and shows that it's building, what it's building, and how long the total building time is just by looking at it. With it set up like this, it eliminates spamming defensive structures to hold off an attack last second or deploying a bunch of beacons in the enemy base to cover a beacon. They are easy to destroy when they are first placed and can not attack til fully built. They are even destroyable by your own team before they are built (very useful if I make them solid instead of disabled collisions, but that's only if I can work out a glitch of being able to be team hampered by them...)

If I am able to do all the mods I want to this will be nothing compared to it.

### File Attachments

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1) [Screenshot.4.png](#), downloaded 1102 times



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Subject: Re: My mod so far

Posted by [zunnie](#) on Tue, 14 Jan 2014 17:39:25 GMT

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Nice, keep it up

If you need help or advice feel free to ask me here or on our forums.

PS: Come on [irc.multiplayerforums.com](http://irc.multiplayerforums.com) in channel #mpf-renhelp

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Subject: Re: My mod so far

Posted by [Stallion](#) on Fri, 17 Jan 2014 08:49:25 GMT

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Things are moving along steadily and as of today I've got a step further with customizing the mod with a building sound when you plant the deployable item instead of hearing a bunch of beacon sound spamming when they start. I think the sound fits nicely (sound .wav below).

I would love to make them eventually have their own custom build animations also but so if anyone would like to help it's welcome.

Also, if anyone knows of a .w3d of binoculars please share!

Edit: btw, that's a 3d sound so unless you're near where it's being built, you're not going to hear it.

### File Attachments

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1) [hammer\\_on\\_anvil.wav](#), downloaded 262 times

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Subject: Re: My mod so far  
Posted by [\[Mike\]](#) on Mon, 10 Feb 2014 19:29:55 GMT  
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Looks Really Great!  
Keep the good work going on Hope to check it out soon!

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Subject: Re: My mod so far  
Posted by [Stallion](#) on Tue, 11 Feb 2014 00:16:26 GMT  
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Well I really fucked up now.....

My mod turned into a whole server!

So, now I'm going to be running my early alpha stage on my server in the next few days. The server name is RenDeploy, so if you see it up, stop in and check it out. (We should have a working tt-downloadable map by late tonight or some time tomorrow.)

Btw, There's a pretty unique new weapon

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Subject: Re: My mod so far  
Posted by [Gen\\_Blacky](#) on Tue, 11 Feb 2014 01:51:15 GMT  
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haha nice, keep at it.

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Subject: Re: My mod so far  
Posted by [zunnie](#) on Thu, 13 Feb 2014 01:57:38 GMT  
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Nice man, just played a bit again tonight, looking good so far.

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Subject: Re: My mod so far  
Posted by [Stallion](#) on Thu, 13 Feb 2014 13:07:57 GMT  
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Well, now there are several unique weapons in the game, and while I could go on about it, I'm just going to say, go try it out, the server is up! The server name is RenDeploy.

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Subject: Re: My mod so far  
Posted by [Stallion](#) on Sun, 16 Feb 2014 03:46:13 GMT  
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Update on my server mod. I have some great mods in place but it's still early alpha so there are a lot of bugs, but thanks to all the player on my server (RenDeploy), I've been able to spot them and am in the process of fixing them.

On the map there are as follows (but not limited to):

Quote:a working mobile teleporter

This allows you to move a vehicle around the map and teleport any number of troops to that location.

(You have to hit "e" after teleport to enter the vehicle to get out of the center of the chameleon.)

Quote:a lightning gun - has a beautiful lightning look to it, as well as customs sounds for the fire and reload)

Quote: many custom pt's for weapons using the weapon .w3d as the icon for it

Quote:a truck that deploys into a solid rush blocker wall when repaired to full health

and more... so come by and check it out, it's a bit glitchy but fun right now and some of those

things might not be there by the final version.

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Subject: Re: My mod so far

Posted by [Stallion](#) on Sun, 16 Feb 2014 06:18:55 GMT

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Update: (for anyone that played my map today)

The invincible guard towers glitch is fixed, as well as the issue with the doors, the access denied sound for the doors is now 3d, and the ramjet rifle pt now gives the normal 4 shot gun instead of the 1 shot.

The fixed up should be uploaded before too long (v0.25)

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Subject: Re: My mod so far

Posted by [Stallion](#) on Wed, 19 Feb 2014 17:03:01 GMT

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Now just like in the old c&c you get 1 harvester instead of free respawning harvesters, and they are all drivable. So no more having to block the harvester if the enemy is at your door or having to wait for a new one to be built just because it got destroyed, and you can buy as many as you want.

Each harvester holds 2 people max, and is currently stealthed (may or may not be stealthed in the final version).

Also, I've added a "Titan Wall", it can be bought from the wf/strip and deploys on repair into a very tall wall from a truck (Nods secret truck). The wall will not lag the game as I built it with only 1 length and 1 width segment each.

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