Subject: ACK could you please revel the mystery of Gobi & Sand???
Posted by Halo38 on Mon, 14 Apr 2003 00:01:26 GMT
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Just having a butchers at C&C_Gobi in level edit and i noticed this, PTs under the ground and a MCT was this the type of level that WW planned to use those buildings with the two floors??

and this.... was C&C_Sand intended to have base defences in it??? the arrangement of the polys here suggests an Obby????

just call it modders curiosity.....

Subject: ACK could you please revel the mystery of Gobi & Sand???
Posted by Aircraftkiller on Mon, 14 Apr 2003 00:31:04 GMT
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There was base defense at one point in time, but would you really want to play Gobi with two Advanced Guard Towers and an Obelisk of Light?

I didn't think so... You go look at Sand and you'll see that it had an Advanced Guard Tower and an Obelisk of Light as well.

I had to remove, add, edit, and create a lot of things to get these maps working.

Subject: ACK could you please revel the mystery of Gobi & Sand???
Posted by Halo38 on Mon, 14 Apr 2003 00:40:00 GMT
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Course not that many base defences seems a bit silly, I never said that there should of been?? As i said modders curiosity.

How about the PTs and MCT terminals under the ground was that you experimenting with the 2 floor buildings or something WW done?

This was never intended to be a dig at you for the way you set up the map i never questioned that, just a question into what i found, no need to be sarcastic.

Subject: ACK could you please revel the mystery of Gobi & Sand???

Posted by Aircraftkiller on Mon, 14 Apr 2003 00:49:42 GMT
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I must have left an aggregate bone in there accidentally. The Infantry Barracks was one structure that I didn't move or replace, and just retextured instead.

Yes, the dev team had originally planned to do two level structures in the initial phase of designing multiplayer maps - it didn't come to pass when they figured out that the netcoding wasn't able to support elevators. One must wonder why they didn't approach it in the fashion that I did with Basin and cut a hole in the floor and add a ramp leading down instead.

Subject: ACK could you please revel the mystery of Gobi & Sand???
Posted by Halo38 on Mon, 14 Apr 2003 00:57:30 GMT
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Yeah, rams would make sense.

Nice to know the history of these maps, Cheers

Subject: ACK could you please revel the mystery of Gobi & Sand???
Posted by StoneRook on Mon, 14 Apr 2003 18:19:05 GMT
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I believe they also said something about the multi-level buildings being too large to have effective MP play.

imagine running down to the MCT in the Nod SP PP? yikes....

"Ion Sat incoming...." 4.3.2.1........

Subject: ACK could you please revel the mystery of Gobi & Sand???
Posted by maytridy on Mon, 14 Apr 2003 22:02:35 GMT
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Very observant, Halo.

Subject: ACK could you please revel the mystery of Gobi & Sand???
Posted by Majiin Vegeta on Mon, 14 Apr 2003 23:12:50 GMT
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reminds me of that time team program we have in the UK.

what other things did WS have planed i liek to read these little things

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Subject: ACK could you please revel the mystery of Gobi & Sand???
Posted by Halo38 on Mon, 14 Apr 2003 23:16:10 GMT
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My Dad loves that show, lol

Subject: ACK could you please revel the mystery of Gobi & Sand???
Posted by General Havoc on Mon, 14 Apr 2003 23:19:02 GMT
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Just pulled this from the always.dat it contains details on some game modes that were planned, some interesting things here.

```
   ---------------------------------------------
   gamemodes.txt - Tom Spencer-Smith, Oct 2000
   ---------------------------------------------
```

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.

DEATHMATCH

Kill the other players!

TEAM DEATHMATCH

There are 2 teams. Kill the players on the opposing team.
Highest scoring team wins.

MUTATION

Game starts with one "Mutant", and the rest of the players are "Regulars".
Regulars have a limited number of lives.

When a Regular loses his last life, he joins the Mutants.
The last Regular alive is the winner.
When the game restarts, a player is randomly selected to be the new Mutant.

CAPTURE THE FLAG

Collect the opposing team's flag and bring it back into your pedestal.
You pick up a flag by running over it.
You can drop it by pressing "B".
A captured flag is worth a lot of points to your team.
When you capture a flag it is returned to the owner team's pedestal.
[Note: designer requests for gameplay modifications not yet implemented]

Options:
- Flag_Cap_Team_Points
  How many points a team gets for capping another team's flag.
- Flag_Loss_Team_Points
  How many points a team loses when it's own flag is capped.
- Flag_Cap_Carrier_Points
  How many points the guy who carries the flag into the pedestal gets.
- Flag_Carrier_Max_Speed
  Limits the speed of anyone carrying a flag. Expressed as a percentage of
  normal maximum speed.
- Is_Team_Able_To_Move_Own_Flag
  Can a team pick up and move their own flag?
- Is_Flag_Carrier_Able_To_Use_Weapons
  Can a guy carrying a flag use weapons?

CAPTURE THE MOBIUS

Dr. Mobius stands around pondering idly until somebody runs up and nudges him.
He will then follow. Lead him back into your team's pedestal for a
points reward. He will then teleport back to neutral territory.
[Note: DrMobius.cpp script is available for designers to modify]

Options:
- Mobius_Cap_Team_Points
  How many points a team gets for capping Dr. Mobius.
- Mobius_Is_Invulnerable
  Whether or not Dr. Mobius can take damage.
- Mobius_Max_Speed
  Limits the speed of Dr. Mobius. Expressed as a percentage of
  normal maximum speed.

KING OF THE HILL

One player, the KOTH, is tinted green, and has increased damaging power.
The one who kills this player takes his place as KOTH. However, as with
all game modes, winning is determined by score. Being KOTH merely conveys
an advantage during play. KOTH is essentially deathmatch with one
advantaged player.

Options:
- Only_King_Can_Score
  Whether or not only the KOTH can score points.
- Koth_Determination
  There are two methods for deciding who gets to be KOTH.
  If "Score leader" is selected, the person with the highest score is always
  the KOTH. This mode is not compatible with the Only_King_Can_Score option.
  The other method is for any person who kills the KOTH to become the new KOTH.
- Koth_Damage_Multiplier
  A factor > 1 that scales all damage done by the KOTH.

CO-OP

Used for playing the single-player missions cooperatively. You can use this
with saved games too. Co-op mode is limited to 2 players. When the second
player joins he is placed near the first player.
[Note: This mode will require some design and code adjustments to work well]

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.

Subject: ACK could you please revel the mystery of Gobi & Sand???
Posted by Cpo64 on Tue, 15 Apr 2003 04:23:39 GMT
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Subject: ACK could you please revel the mystery of Gobi & Sand???
Posted by Majiin Vegeta on Tue, 15 Apr 2003 11:35:33 GMT
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  there is no credits target.

welll i like the mutant one thats on ALiens vs Predetor2 great game

the rest sound interesting and what with the C&C mode not yet implemented...wtf we playing now
then.

would be sweet to see if renevo can finish these