
Subject: C&C_Galactic....need testers
Posted by [Titan1x77](#) on Mon, 21 Apr 2003 17:27:56 GMT
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Screenies

<http://www.n00bstories.com/image.gallery.php?id=2478>

d-load beta map here

<http://modx.renevo.com/forumdisplay.php?s=&forumid=6>

Contact me on MSN MSG (Titan1x77@hotmail.com)to beta online

Subject: C&C_Galactic....need testers
Posted by [mike9292](#) on Mon, 21 Apr 2003 17:31:07 GMT
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looks cool

Subject: C&C_Galactic....need testers
Posted by [maytridy](#) on Mon, 21 Apr 2003 19:13:31 GMT
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Added you to my MSN bl.

Subject: C&C_Galactic....need testers
Posted by [Titan1x77](#) on Mon, 21 Apr 2003 19:36:42 GMT
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im back online now...

Had to grab lunch

Subject: C&C_Galactic....need testers
Posted by [maytridy](#) on Mon, 21 Apr 2003 19:41:23 GMT
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Hmmm.....it says your not online. Add Maytridy@rochester.rr.com to you bl and msg me.

Subject: C&C_Galactic....need testers
Posted by [Deafwasp](#) on Mon, 21 Apr 2003 20:20:03 GMT
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Looks like someone really liked ACKs maps :rolleyes:

What were they? from a game called.....System Shock???

Subject: C&C_Galactic....need testers
Posted by [Beanyhead](#) on Mon, 21 Apr 2003 20:24:53 GMT
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I don't see the slightest resemblance to System Shock O_O.

Subject: C&C_Galactic....need testers
Posted by [Aircraftkiller](#) on Mon, 21 Apr 2003 20:31:13 GMT
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You've probably never played it, either.

Subject: C&C_Galactic....need testers
Posted by [Skier222](#) on Mon, 21 Apr 2003 20:31:56 GMT
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Looks cool. Im downloading the map now. its pretty big might tak a while. good job, i think

Subject: C&C_Galactic....need testers
Posted by [\[REHT\]Spirit](#) on Mon, 21 Apr 2003 20:39:29 GMT
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DeafwaspLooks like someone really liked ACKs maps :rolleyes:

What were they? from a game called.....System Shock???

So.....because it's called "Galactica", thus giving the hint of it being a space map, and might be using a few textures from SS, makes it based off an SS map and thus a rip off of ACK's work...?

Please, do explain how this map is based of SS. Also, please play the map or at least walk around in it BEFORE you give your explanation.

Subject: C&C_Galactic....need testers
Posted by [Deafwasp](#) on Mon, 21 Apr 2003 20:53:26 GMT
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Bullcrap man, I aint saying rip off I am saying those maps had to have influenced his design.

ahh! ripoff *choooooo!*

Subject: C&C_Galactic....need testers
Posted by [\[REHT\]Spirit](#) on Mon, 21 Apr 2003 20:56:46 GMT
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DeafwaspBullcrap man, I aint saying rip off I am saying those maps had to have influenced his design.

ahh! ripoff *choooooo!*

Ok, sorry about that part, but if it's just influence then what's the need for rolling your eyes at him..? Heck how do you even know if that map was influenced by ACK's map? Just because his map came before Titan's...?

Subject: C&C_Galactic....need testers
Posted by [Titan1x77](#) on Mon, 21 Apr 2003 21:01:50 GMT
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Umm...no textures from SS

umm...this isnt a DM...it's an infantry only map.

umm...teleporters would fit well in space...therefore i made a space map.

And Medical level was a good map...but nothing like this map.

Im having script problems on the client side...It seems they can't move ...they get stuck...kinda like the 1st floor of the conyard in basin...except your stuck everywhere on my map

ACK could you please help me out here?

Beta is down for the time being.....i have to fix the server script problem

Subject: C&C_Galactic....need testers
Posted by [maytridy](#) on Mon, 21 Apr 2003 21:25:24 GMT
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I'm betatesting right now....and it does NOT resemble Acks map.

Subject: C&C_Galactic....need testers

Posted by [Aircraftkiller](#) on Tue, 22 Apr 2003 03:06:08 GMT

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Because it isn't high quality... That's why.

Subject: C&C_Galactic....need testers

Posted by [Madtone](#) on Tue, 22 Apr 2003 03:11:43 GMT

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ohhhh, thats below the belt!!!

Subject: C&C_Galactic....need testers

Posted by [Titan1x77](#) on Tue, 22 Apr 2003 04:09:18 GMT

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AircraftkillerBecause it isn't high quality... That's why.

Could you please help me out....the client is stuck...similar to a lag/stuck where you keep rotating back to where you were.

And the harvy's arent following script...i think the scripts2.dll is the problem...the host can teleport,...but harvy wont move.

Im gonna double check the harvy script...prehaps thats the problem

Then again it works fine in 1 player LAN??

Subject: C&C_Galactic....need testers

Posted by [General Havoc](#) on Tue, 22 Apr 2003 08:52:43 GMT

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Ok we need to fix the scripts here.

If it's a mix format then you can remove both of the dlls from the mix package as they will not be used by the game and just sit there doing nothing.

All presets that you have changed a setting for should be temp and that includes things spawners, scriptzones, vehicles, everything basically.

Check both the server and client have the latest scripts installed. There is a link in my signature to the latest version.

PDS_Test_Harvester has been tested and works with the FDS and their clients. Make sure this script is setup correctly. The script uses the first waypoint, last waypoint and the waypath ID's. Also the tiberian refinery controller and the tiberianfield ID's are used. The harvester should be spawned from a spawner. Try killing the harvester once and see if it begins to pathfind after that.

As for the teleporter i'm not sure check what I said about the scripts. The script has been tested on a normal host although but not FDS.

_General Havoc

Subject: C&C_Galactic....need testers
Posted by [Titan1x77](#) on Tue, 22 Apr 2003 14:54:46 GMT
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so when i change the parameters for the script zone it should be temped?

And i have to temp a new scriptzone for each scriptzone used?(i have 12 teleporters,and i just made the scriptzone all for each of them...but all have different parameters)

Also laeubi's tutorial said to select the whole way path for its ID...theres only one parameter for the waypath DRIVETOID which i entered the whole wayph's ID.

but all the teleporters and the harvy's work in LAN .

Subject: C&C_Galactic....need testers
Posted by [General Havoc](#) on Tue, 22 Apr 2003 15:01:07 GMT
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Yeah it's probably only one waypath ID. I was probably thinking of PDS_Test_Follow_Waypath. As for the teleporters you can use the scriptzone as long as you don't change it's parameters. You can add scripts to it once you have made the zone, thats fine. In your case you probably won't need to make a temp unless yuou have modded the preset itself.

_General Havoc

Subject: C&C_Galactic....need testers
Posted by [Deafwasp](#) on Tue, 22 Apr 2003 15:03:47 GMT
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[REHTSpirit]DeafwaspBullcrap man, I aint saying rip off I am saying those maps had to have

influenced his design.

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Shut the fuck up guy, you don't have to pick at every little thing everyone says.

You have to admit it reminds you of ACK's map/s. it even has a little area with plants growing. I wouldnt be surprized to see red spray paint on the walls and windows into space. It just resembles it a bit.

Subject: C&C_Galactic....need testers

Posted by [Titan1x77](#) on Tue, 22 Apr 2003 15:12:02 GMT

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Play the map Deafwasp...and come back with an honest opinion.

Thats a Grow room...not just some plants

Subject: C&C_Galactic....need testers

Posted by [\[REHT\]Spirit](#) on Tue, 22 Apr 2003 15:15:46 GMT

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I'm not trying to sound cruel and all but really, it just seems like everyone acts like things revolves around ACK. The slightest thing and BAM "Y0u s700pid! Y0u r1p 1t off ACK! j00 f00!". I need to stop reading every post, lol.

But I am curious, why everyone just looks at screens instead of the whole thing. The goto a post, look at a screen, pop up with this. But when you play the map there's not all of that stuff. Here ya don't have paintings on the walls, in fact half the textures are ones from the Renegade Texture Package.

And I'm not jumping on everyone's little word, I know it can seem like that, but not really trying to, I'm just looking for answers.

Subject: C&C_Galactic....need testers

Posted by [Halo38](#) on Tue, 22 Apr 2003 16:27:17 GMT

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[REHTSpirit]Deafwasp[REHTSpirit]DeafwaspBullcrap man, I aint saying rip off I am saying those maps had to have influenced his design.

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LOL he's right

Subject: C&C_Galactic....need testers

Posted by [Titan1x77](#) on Tue, 22 Apr 2003 17:38:36 GMT

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halo...have you tried towers on FDS?

Well the teleporters are working for the client too...

the problems are.

Clients can't move!

Harvesters have to be killed to start moving!

Subject: C&C_Galactic....need testers

Posted by [Halo38](#) on Sun, 27 Apr 2003 10:18:18 GMT

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Titan1x77halo...have you tried towers on FDS?

Well the teleporters are working for the client too...

the problems are.

Clients can't move!

Harvesters have to be killed to start moving!

Umm... in all honesty i have no idea what is ment by FDS

And i may can towers if what you say is true about the teleporters not working when being on different z axis'
