Subject: Matrix Mod Returns
Posted by boma57 on Fri, 13 Jun 2003 15:21:02 GMT
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Well...It's been awhile since I've done anything in the Renegade community (including posting on the forums), but the old version of my Matrix Mod got out (It's completely different from npsmith's skin conversion), and it became extremely popular, so I decided I'd make a newer and better version.

If you played the old one, the phyiscs will probably be the same - several tweaks though - but the maps'll be different.

I'll include the regular Renegade maps like before, but this time around, there'll be maps of the most famous Matrix scenes as well.

Screenshot?

Lobby, anyone?

And if you didn't play the first one, the mod was a change to the physics (Bullet Time) and it made all the characters clothes black. We'll probably do actual Neo, Morpheus, Trinity, etc skins this time, though.

Subject: Matrix Mod Returns
Posted by Titan1x77 on Fri, 13 Jun 2003 15:33:18 GMT
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i played the mod and thought it wasn't all that bad...it got old quick...and with the extras base kill had to be turned off/not allowed..so it was basicly a DM....It was fun..but the replay value isnt there...maybe you can think of a way to get the mod to have a longer replay value....Good Luck

If you need a fresh new map or a mapper for the mod let me know.

Subject: Matrix Mod Returns
Posted by boma57 on Fri, 13 Jun 2003 15:42:42 GMT
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Yeah, I was just goofing around with those extras, I wasn't planning on releasing it with them in there, but it got out anyway

Subject: Matrix Mod Returns
Posted by Imdgr8one on Fri, 13 Jun 2003 16:34:34 GMT
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I've heard about that forever- yet no link!
Any idea where I can get it.

Subject: Matrix Mod Returns
Posted by boma57 on Fri, 13 Jun 2003 17:12:45 GMT
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http://ircd2.lomag.net/~wtdragon5/forum/index.php?act=ST&f=2&t=58&s=1ee70e82c0203d616fa9
c7962f8120a8

But keep in mind that's the old, unfinished one

Subject: Matrix Mod Returns
Posted by Try_lee on Fri, 13 Jun 2003 17:27:49 GMT
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I've never heard of it

Subject: Matrix Mod Returns
Posted by England on Fri, 13 Jun 2003 18:45:55 GMT
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Err the mod is all fuked up, when i fired with the flame tank, the mod crashed each time. Harvy
Waypoints dont work it just rolls off the Airstrip into the Air Tower and two of the maps dont work,
cant remember names.

Subject: Matrix Mod Returns
Posted by boma57 on Fri, 13 Jun 2003 19:09:49 GMT
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Taximeskeep in mind that's the old, unfinished one

I never finished it, it still had a lot of bugs. That's why I'm working on a better one now.

Subject: Matrix Mod Returns
Posted by Try_lee on Fri, 13 Jun 2003 20:14:09 GMT
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Someone should host a server with this mod, it could be... interesting...
It's a little difficult to snipe someone though.

Subject: Matrix Mod Returns
Posted by General Havoc on Fri, 13 Jun 2003 20:41:59 GMT
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The flame weapons was to do with the dodgy armour.ini that comes with leveledit. Just use the ones from the always.dat to fix them.

_General Havoc

Subject: Matrix Mod Returns
Posted by Titan1x77 on Fri, 13 Jun 2003 22:04:20 GMT
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EnglandErr the mod is all fuked up, when i fired with the flame tank, the mod crashed each time. Harvy Waypoints dont work it just rolls off the Airstrip into the Air Tower and two of the maps dont work, cant remember names.

Same happened to me...could i run the server with the deleted armor.ini and everyone could still join?

Subject: Matrix Mod Returns
Posted by boma57 on Fri, 13 Jun 2003 23:11:13 GMT
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I've seen a few servers up, but most only have 2-4 players and some are passworded, so yeah, it'd be great if anyone could host a good server

And the bullet time is one of the physics I'll be tweaking...Bullets will still go slow, but actually fast enough to hit someone this time

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Subject: Matrix Mod Returns
Posted by Ferhago on Sat, 14 Jun 2003 18:18:18 GMT
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Heh I played that mod. Thought it was pretty fun to fire bullets run in front of them and dodge them all. I liked using the raptor man extra who could go 12000 MPH on foot

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Subject: Matrix Mod Returns
Posted by Try_lee on Sat, 14 Jun 2003 18:21:05 GMT
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I kinda thought it was cool, but the dino guy was way too fast and things like the lasers and flames

weren't slowed down.

It'll be interesting to see the next version.

Subject: Matrix Mod Returns
Posted by boma57 on Sat, 14 Jun 2003 18:57:50 GMT
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Lasers are slowed down in the next one.

I might put some of those extras in again, but they would be like all the other characters, not extremely fast

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Subject: Matrix Mod Returns
Posted by forsaken on Sun, 15 Jun 2003 16:16:59 GMT
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ok about bullet speeds is it possible for the bullets to shoot normal but when in proximity of characters slow down as slow as they are in the current mod, then after they past the character speed up again. Also if were to be purely matrix only have certain characters able to dodge bullets, or maybe nod could be mainly all agents and GDI the nebakeneza crew.

In the movie you saw the guns fire normally then when they reached a character that was able to dodge the bullets it slowed down, and then when they dodged them the bullets went back to normal speed

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Subject: Matrix Mod Returns
Posted by ohmybad on Sun, 15 Jun 2003 17:28:13 GMT
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I think the bullets need to go a little faster than the char can.

Subject: Matrix Mod Returns
Posted by boma57 on Sun, 15 Jun 2003 18:48:01 GMT
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Yes, in the new one bullets go faster and the teams will be seperated into 'bad' guys which will consist mainly of agents, but also others (The SWAT guys from the lobby, Cypher, Bane) and 'good' guys (Neo, Trinity, Morpheus, etc).

As far as I know it would be impossible to make bullets slow down when closer to characters, but in this one it's actually possible to hit people, but still possible to dodge them, too.

Subject: Matrix Mod Returns
Posted by Duke of Nukes on Sun, 15 Jun 2003 19:24:45 GMT
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thanks to a certain person on BCServ for letting it get out...we played it constantly a few days...and It was good...but as said before....not much in the way of replay value. The extras were way too fast...and everything else way to slow.

Subject: Matrix Mod Returns
Posted by Creed3020 on Sun, 15 Jun 2003 20:03:15 GMT
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FerhagoHeh I played that mod. Thought it was pretty fun to fire bullets run in front of them and dodge them all. I liked using the raptor man extra who could go 12000 MPH on foot

Read his siggy ^^^^^^^^^^

Why do you have a big cat in your pants???? LMFAO

Subject: Matrix Mod Returns
Posted by maytridy on Sun, 15 Jun 2003 20:04:11 GMT
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lol

Subject: Matrix Mod Returns
Posted by Aurora on Mon, 16 Jun 2003 00:59:36 GMT
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MATRIX MOD ROXX0RS

Thank you for making a new one very very much! lol

But... make the C4 throw slow, too, i wanna disarm in midair...

Subject: Matrix Mod Returns
Posted by boma57 on Mon, 16 Jun 2003 06:06:44 GMT
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aurorax0MATRIX MOD ROXX0RS

Thank you for making a new one very very much! lol

But... make the C4 throw slow, too, i wanna disarm in midair...

Thanks, I appreciate that

I've been looking for a way to make C4 go slow since the first one, but I haven't found one yet. If anyone has any ideas, please tell me

---

Subject: Matrix Mod Returns
Posted by Aurora on Mon, 16 Jun 2003 06:42:43 GMT
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w00t

Oh, And keep the grenadier like it is.

Those arial mines roxx0r!

Subject: Matrix Mod Returns
Posted by djlaptop on Mon, 16 Jun 2003 18:55:28 GMT
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aurorax0w00t

Oh, And keep the grenadier like it is.

Those arial mines roxx0r!

http://www.n00bstories.com/image.view.php?id=1385944549

Subject: Matrix Mod Returns
Posted by ohmybad on Mon, 16 Jun 2003 18:59:42 GMT
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LMAO

Those grenades are sweet

Subject: Re: Matrix Mod Returns
Posted by npsmith82 on Wed, 18 Jun 2003 16:53:35 GMT
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TaximesIt's completely different from npsmith's skin conversion

Hehe.