Subject: RTCW Style Maps
Posted by England on Sun, 10 Aug 2003 14:27:33 GMT
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Ive been wondering about this, Is it possible to have RTCW style maps, were One side has to achieve objectives to win the game, and the other side has to defend and stop the attackers achieveing their objective.

I know its cncmode - destroy the base, but more complex objectives such as escorting a tank etc..

Renegade is amazingly editable and its got two sides

Subject: RTCW Style Maps
Posted by maytridy on Sun, 10 Aug 2003 14:33:03 GMT
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Yeah, it's possible, and not that hard. But I think everyone would want to be on a certain team............

Subject: RTCW Style Maps
Posted by General Havoc on Sun, 10 Aug 2003 14:50:23 GMT
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There is an Assault script that Jonathan Wilson wrote. I suppose he intended someone would make an assault map to use it in sooner or later as when these were written he was writing things he though might be of use to people. Here is the readme for it. I figures some of the stuff out, would need a map to test it on and also come up with an objective.

JFW_Assault_Powerplant_Controller (script for assault map)
 Time (how long the timer should run for)
 TimerNum (what number to use for the timer)
 Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
 Power_Off (what message will turn the buildings off)
 Power_On (what message will turn the buildings on)
 Building1-Building15 (the buildings to turn off/on)
 On startup, this script sets an internal flag to false then sends Power_Off to all 15 building controllers. It also starts a timer.
 On timer expired, if the flag is false it will send Power_On to all 15 buildings.
 On zone entry, the flag is set to true.
 On zone exit, the flag is set to false.

Basically I think this works by killing a teams base if they don't have units in a zone after the times expires. Say you have to secure a Nod refinery within 15 minutes, if there are GDI units in the zone (zone could be anywhere, MCT or whhole refiney) when the timer expires Nod looses for example.

Subject: RTCW Style Maps
Posted by Jaspah on Mon, 11 Aug 2003 01:09:54 GMT
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General HavocBasically I think this works by killing a teams base if they don't have units in a zone after the times expires. Say you have to secure a Nod refinery within 15 minutes, if there are GDI units in the zone (zone could be anywhere, MCT or whhole refiney) when the timer expires Nod looses for example.

You mean when the timer Expires if Nods' still standing GDI loses, Right?
Thats usualy how it goes.

I love Wolfenstein! Screw the Direct X engine Renegade uses. No offence, But it looks like crap.

Subject: RTCW Style Maps
Posted by Dante on Mon, 11 Aug 2003 06:34:46 GMT
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j4S[p]General HavocBasically I think this works by killing a teams base if they don't have units in a zone after the times expires. Say you have to secure a Nod refinery within 15 minutes, if there are GDI units in the zone (zone could be anywhere, MCT or whhole refiney) when the timer expires Nod looses for example.

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I love Wolfenstein! Screw the Direct X engine Renegade uses. No offence, But it looks like crap.

w00h00, another assonine assumption about the game engine...

Ren is its own engine, based off of the wonderful w3d, now, since the game was rushed it doesn't take full advantage of the w3d, such in a way that generals, or EnB does.