
Subject: C&C_Duel_Arena v1.1

Posted by [Halo38](#) on Wed, 27 Aug 2003 18:59:51 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1188088877> <-- spawn tubes

<http://www.n00bstories.com/image.fetch.php?id=1329104020> <-- working target range

<http://www.n00bstories.com/image.fetch.php?id=1000134823> <-- arena view from spectators area

<http://www.n00bstories.com/image.fetch.php?id=1068212744> <-- water feature & host box

<http://www.n00bstories.com/image.fetch.php?id=1315778717> <-- power up pedestals, advert banners, and those 20 extra characters as used in Temple_DM.

The duelling system (no host)

<http://www.n00bstories.com/image.fetch.php?id=1189858089> <-- Timed C4 placed in the center of the arena, upon detonation.... you duel

The duelling system (with host)

<http://www.n00bstories.com/image.fetch.php?id=1248907832> <-- Remote C4 is thrown from the host's box to the center of the arena, which, when detonated starts the duel (speeding up the duelling system)

Obvious rules:-

1. Only the specified number of people in the arena at any one time.
2. DON'T use the purchase terminals during the duel.
3. End of the day the Host decides.

Suggestions for Host:-

1. Only talks in CAPS so everyone knows who the guy in charge is.
2. Vary the matches 1v1, 2v2, GDI Vs Nod, Snipers only (you get the idea).
3. Renegade auto complete could help you with the above (announcing matches)
4. Always be Nod, so you can spot any SBH trickery.

Suggestions for Combatant:-

1. Don't be a dick

Thanks to :-

MonkeyPhonic for optimising the target animation, Cheers Mate!

Taximes for the blank PT Icons.

Banner Artists:-

Renmaps - C4 Kitty

N00bstories - T-2100 and ImTruSniper

Dante's Mod Exchange - Matt Mailman

Tiberios - Justin Perein

WW2: Warpath - Genocide

Eclipse Games - Sone

Snipefrag.tk - Snipefrag (also tester)

The unknown banner artists

Testers carb0nkid & day

And the many Duellers i met on WOL that inspired me to make this mod/map

Download here --> <http://www.laeubi.de/halo38/?cat=maps>

Subject: C&C_Duel_Arena v1.1

Posted by [pulverizer](#) on Wed, 27 Aug 2003 19:06:52 GMT

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cool, very nice, good idea .

Subject: C&C_Duel_Arena v1.1

Posted by [spreegem](#) on Wed, 27 Aug 2003 19:26:01 GMT

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OMG THAT R0X!! Where can I get it, or where will I be able to get it.???

Subject: C&C_Duel_Arena v1.1

Posted by [maytridy](#) on Wed, 27 Aug 2003 19:42:13 GMT

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Sweet. Sounds really cool!

Subject: C&C_Duel_Arena v1.1
Posted by [boma57](#) on Wed, 27 Aug 2003 19:43:13 GMT
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Awesome map and idea.

It would be even better if you could enforce the rules and everything with scripts.

Subject: C&C_Duel_Arena v1.1
Posted by [Titan1x77](#) on Wed, 27 Aug 2003 19:47:07 GMT
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Sweet!

Glad to see you working With Renegade again....Can't wait to see the d-load link up!

Looks great Halo, hope to see more maps coming from you

Subject: C&C_Duel_Arena v1.1
Posted by [Laser2150](#) on Wed, 27 Aug 2003 20:05:15 GMT
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This is really cool, its the frist step to Champion !
You should make the doors so when you step in, you can never step out! :twisted:
muhahaha!

Sorry... caught in the moment.

Subject: C&C_Duel_Arena v1.1
Posted by [Halo38](#) on Wed, 27 Aug 2003 20:23:54 GMT
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TaximesAwesome map and idea.

It would be even better if you could enforce the rules and everything with scripts.

Yeah i'm a bit of a blond when it comes to those

Subject: C&C_Duel_Arena v1.1
Posted by [Halo38](#) on Wed, 27 Aug 2003 20:24:40 GMT
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Laser2150You should make the doors so when you step in, you can never step out!

I did

Subject: C&C_Duel_Arena v1.1
Posted by [boma57](#) on Wed, 27 Aug 2003 20:35:03 GMT
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Halo38TaximesAwesome map and idea.

It would be even better if you could enforce the rules and everything with scripts.

Yeah i'm a bit of a blond when it comes to those

There's probably no scripts that could do it now, you'd have to ask someone who can create them for help

Subject: C&C_Duel_Arena v1.1
Posted by [Laser2150](#) on Wed, 27 Aug 2003 22:42:27 GMT
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Yes, like taxmies said, there isn't current scripts to make it work.
However, if you read Gamemodes.ini, there was a planned Dual Mode, but it never made it into the game.

Subject: C&C_Duel_Arena v1.1
Posted by [General Havoc](#) on Wed, 27 Aug 2003 22:46:02 GMT
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Work it out what you would want the script to do. If you work it out in terms of what is most possible in renegade then it may be able to work in a script.

Subject: C&C_Duel_Arena v1.1
Posted by [maytridy](#) on Thu, 28 Aug 2003 01:02:52 GMT
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Laser2150Yes, like taxmies said, there isn't current scripts to make it work.
However, if you read Gamemodes.ini, there was a planned Dual Mode, but it never made it into

the game.

If it was planned to be in Renegade, then it's probably possible to make the scripts for it.

Subject: C&C_Duel_Arena v1.1
Posted by [sjezk3](#) on Thu, 28 Aug 2003 01:21:55 GMT
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Halo sent this map to me last night we were playing for 2 hours i could of played this map all night its sooo addictive very well made to

Subject: C&C_Duel_Arena v1.1
Posted by [Ferhago](#) on Thu, 28 Aug 2003 05:02:21 GMT
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Aww come on release it cant wait

Subject: C&C_Duel_Arena v1.1
Posted by [Halo38](#) on Thu, 28 Aug 2003 11:40:58 GMT
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If you desperatly want it (which i dout you do) I'll be on MSN

(Edit: I have an antisocial computer so it may not work)

Until then it's just a matter of time....

Subject: C&C_Duel_Arena v1.1
Posted by [maytridy](#) on Thu, 28 Aug 2003 13:49:30 GMT
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Runs off to MSN

Subject: C&C_Duel_Arena v1.1
Posted by [snipefrag](#) on Fri, 29 Aug 2003 12:43:45 GMT
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Yes this map does rock, i have been with it every step of the way and have seen it progress from one simple idea to a brilliant dueling masterpiece i hope you enjoy it as i have.

Also Halo38 (my brother) doesnt like hypeing his maps so i have brought it upon myself to create a bit of hype..... be sure to check back to the forums he has a few brilliant ideas in the making which are looking extremely good.... trust me you wont be disapointed .

-Snipefrag

Subject: C&C_Duel_Arena v1.1
Posted by [Halo38](#) on Fri, 29 Aug 2003 14:50:30 GMT
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With Titan1x77's help It's been currently hosted by <http://www.Renstation.net>

http://renbattle.renstation.net/Titan1x77maps/New/C&C_Duel_Arena.zip

This is only a temp link until the webmaster gets back on sunday when it will be properly added to the sites map index

Enjoy

Subject: C&C_Duel_Arena v1.1
Posted by [Skier222](#) on Fri, 29 Aug 2003 15:13:13 GMT
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cool, cant wait. Dling now

Subject: C&C_Duel_Arena v1.1
Posted by [maytridy](#) on Fri, 29 Aug 2003 16:46:18 GMT
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Sweet! That map is the shit! It should be hosted on MMN.

Subject: C&C_Duel_Arena v1.1
Posted by [Halo38](#) on Fri, 29 Aug 2003 18:34:57 GMT
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I don't think it will go well in a rotation with C&C mode maps as it's alot more slow paced. As i realised last night (playing with an anonimous pair) those that just play C&C mode maps just don't understand duelling

Duelling is a gentlemans game mode, with alot of sportsmanship and 'ns' etc..... and will come as a shock to the players that like to run around shooting anything that moves!

Subject: C&C_Duel_Arena v1.1

Posted by [Halo38](#) on Sat, 30 Aug 2003 15:07:46 GMT

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BeanyheadUmm... Is the link dead for anyone else?

Titan1x77I took down the d-load link due to a 16 character texture in the map...if you could please upload a new version with the texture renamed I'd be gladly to upload it back to renstation.net....and possibly rename the .mix so theres no conflict with versions.

Lightwave nor Tib_pit_3 was working....Puled my hair out all day and even did a system restore on my pc.

Working on it.....

Subject: C&C_Duel_Arena v1.1

Posted by [Titan1x77](#) on Sun, 31 Aug 2003 05:33:10 GMT

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1. So theres no version conflicting..from your old version,,.that way everyone has the new version
 2. somethings up with a texture conflict causing maps that use the same texture or match 15 characters or more...to crash a couple of my maps.
 3. see above
-

Subject: C&C_Duel_Arena v1.1

Posted by [Halo38](#) on Sun, 31 Aug 2003 13:22:55 GMT

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1. But everyone will still have the old version, if i name it something different (i'm keeping it the same so when people download the new they'll over right the old file and the conflicts solving the problem)

2. I think i know whats wrong i resized the n_ped texture but forgot to rename it this is most likely the problem (i thought the 15 character rule only applied to w3d's)

Edit: i'm pretty sure it's the above as i was playing on renstation last night and that texture was plain black on Tib_pit 3)

I'll sort it out today, I'll be on MSN

Edit2: I have fixed the conflict just tested it on renstation online and every thing is working. I've also updated the teleporter models (v1.3) so the new texture (n_pedpmc.tga) is standard and correct across all models. I also reduced the material types by a significant amount get v 1.3 here they'll improve map performance <http://www.laeubi.de/halo38/?cat=modfiles>

And for the 5 people that downloaded version 1.2 of the teleporters please update

Edit3: Sorry for my arogance

Subject: C&C_Duel_Arena v1.1
Posted by [Halo38](#) on Sun, 31 Aug 2003 21:04:15 GMT
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v1.1 ready --> <http://www.laeubi.de/halo38/?cat=maps>

Subject: C&C_Duel_Arena v1.1
Posted by [JRPereira](#) on Sun, 14 Mar 2004 07:05:10 GMT
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If you're going to use my work without asking me, at least spell my name right and include my current email address in the credits.

Justin Pereira
justin@unleashed.ws

not that you should be using my work without asking. Tiberios are meant to be my signature and meant to be unique to my maps.

Subject: C&C_Duel_Arena v1.1
Posted by [IRON FART](#) on Sun, 14 Mar 2004 07:09:14 GMT
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Mega dead topic?

Subject: C&C_Duel_Arena v1.1
Posted by [JRPereira](#) on Sun, 14 Mar 2004 07:18:44 GMT
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I tend to just search the forums looking for topics of interest. I don't pay attention to the date.

Subject: C&C_Duel_Arena v1.1
Posted by [Imdgr8one](#) on Sun, 14 Mar 2004 19:29:17 GMT
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HES ALIVE!

Subject: C&C_Duel_Arena v1.1
Posted by [gendres](#) on Sun, 14 Mar 2004 20:20:15 GMT
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who is?

Subject: C&C_Duel_Arena v1.1
Posted by [Beanyhead](#) on Mon, 15 Mar 2004 03:48:22 GMT
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Oh I remember beta testing that map... It was great fun! Keep up the good work, man.

Subject: C&C_Duel_Arena v1.1
Posted by [Oblivion165](#) on Mon, 15 Mar 2004 04:49:58 GMT
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I really like this idea, its like jedi outcast. It would make a great complete mod, by that i just mean alot of maps and maybe some scripting work. Maybe a glass door that lowers into the ground rather than the timed mine.

Subject: C&C_Duel_Arena v1.1
Posted by [NeoX](#) on Mon, 15 Mar 2004 07:16:12 GMT
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Lol Im sorry Oblivion165 but everytime i see your avatar it brings a smile to my face. Good Job with the map Halo38. But wasnt it released last year whats the differnce?

Subject: C&C_Duel_Arena v1.1
Posted by [Oblivion165](#) on Mon, 15 Mar 2004 08:29:47 GMT
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Yeah i might have to change my avatar.....

Subject: C&C_Duel_Arena v1.1
Posted by [NeoX](#) on Mon, 15 Mar 2004 18:37:22 GMT
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oblivion165Yeah i might have to change my avatar.....

Hot you did that for me!!! Could i use that as mine? We could be sig brothers!!!

Subject: C&C_Duel_Arena v1.1
Posted by [Oblivion165](#) on Mon, 15 Mar 2004 19:31:32 GMT
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yeah go ahead, it would of been better, but you had no neck....

Subject: C&C_Duel_Arena v1.1
Posted by [Halo38](#) on Tue, 16 Mar 2004 14:48:14 GMT
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JRPereiraIf you're going to use my work without asking me,

ROFL!!

YOU MADE THAT ADVERT SPECIFICALLY FOR THAT MAP YOURSELF!!! lol don't you remember us searching the net for cheerios adverts.

Subject: C&C_Duel_Arena v1.1
Posted by [JRPereira](#) on Wed, 17 Mar 2004 03:38:42 GMT
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were you using the box or the sign?

Subject: C&C_Duel_Arena v1.1
Posted by [Bidbood](#) on Sun, 21 Mar 2004 19:17:42 GMT
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i enjoyed this map when i was playing with some dude

anywayz, where are thou halo??? haven't seen him in months

Subject: C&C_Duel_Arena v1.1
Posted by [maytridy](#) on Sun, 21 Mar 2004 19:38:49 GMT
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My robot ate him...

Subject: C&C_Duel_Arena v1.1
Posted by [Alkaline](#) on Mon, 22 Mar 2004 00:51:21 GMT
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Just have a question:

I think you need to test your maps on FDS before releasing them. E.g. Hybrid Foresn'ts Stealth Generators only work on NON-Dedicated servers i.e. single player, or when a person is also playing and is the host.

I would like to host this map, but until I'm sure it works properly on a Dedicated servers, I don't think anyone will host it

Also what single player files are needed for this map?

Subject: C&C_Duel_Arena v1.1
Posted by [Bidbood](#) on Mon, 22 Mar 2004 11:21:54 GMT
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maytridyMy robot ate him...

O:

O:

now let's be serious <_<

Subject: C&C_Duel_Arena v1.1
Posted by [Halo38](#) on Fri, 02 Apr 2004 07:59:16 GMT
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JRPereirawere you using the box or the sign?

The sign.
