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Subject: Ok I got some! nm!

Posted by [\[REHT\]Spirit](#) on Sun, 14 Sep 2003 23:13:57 GMT

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Yea it's me again requesting yet something else!

I'm working on Survival, new version will be coming out somewhat soon (depends on how long it takes to get the new terminals working and stuff), just going into beta!

Anyhow, my mapping skills are pretty pathetic. So, I wanted to know, is anyone here interested in submitting a map or 2? I just need the terrain and it doesn't need to be insanly big.

If you're wondering what's going on, here's some info:

A new bot is being created (don't question the name ) called NHB. It's a script designed to command up to 15 bots and divide them up properly to attack a base, it will also update orders over time.

Example: Say they're invading a small base. 2 bots will go for the helipad, 3 will goto the Vpad, the other 10 will split up and head up the ramps and enter both entrance ways to the spawn area. Once 15 bots have been killed, both spawn room attackers swarm on one specific target, and when 30 are killed both spawn room attackers and helipad attackers swarm on the target.

Anyone want to make a terrain or 2 for this?

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Subject: Ok I got some! nm!

Posted by [lmdgr8one](#) on Sun, 14 Sep 2003 23:59:23 GMT

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NHB=Namehunter Bot?

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Subject: Ok I got some! nm!

Posted by [dilbert48](#) on Mon, 15 Sep 2003 01:07:40 GMT

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I would like to help you, but my map making skills are probably just as pathetic as yours. I probably could make a semi-decent map but nothing extraordinary.

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Subject: Ok I got some! nm!

Posted by [Wild1](#) on Mon, 15 Sep 2003 03:01:27 GMT

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Ask SomeRhino. He might be interested.

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Subject: Ok I got some! nm!  
Posted by [Infinint](#) on Mon, 15 Sep 2003 03:56:50 GMT  
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ME ME ME PICK ME! ill do it!

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Subject: Ok I got some! nm!  
Posted by [bigwig992](#) on Mon, 15 Sep 2003 10:54:34 GMT  
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Hmm. Sounds like an incredible script. Can't wait to try it out .

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Subject: Ok I got some! nm!  
Posted by [pulverizer](#) on Mon, 15 Sep 2003 13:25:22 GMT  
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sounds very cool, but sorry, can't help you, I can't map at all.

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Subject: Ok I got some! nm!  
Posted by [General Havoc](#) on Mon, 15 Sep 2003 15:51:15 GMT  
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Sounds great - let me know if this script gets in the dll because I need a script written before I get bored and give up on the idea.

Sorry I can't help you much with the terrain as my skills are probably the same as yours - the reason I used heightfield for testing scripts. I can make the basic layout such as buildings and cutting around objects, boolean and stuff but the modelling of decent terrain is beyond me. The bunkers that appear on titan's map are about as far as my modeling skills go.

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Subject: Ok I got some! nm!  
Posted by [htmlgod](#) on Tue, 16 Sep 2003 00:39:46 GMT  
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I'll model it for ya. I'm pretty good at terrain, but I don't do texturing or VIS areas.

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Subject: Ok I got some! nm!  
Posted by [Cpo64](#) on Wed, 17 Sep 2003 02:56:41 GMT  
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My old map c&c\_AD\_gateshead might work for you, if you want, I could fix it up, and send it off to

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you, email me if you want to talk starcitsura\_2003@hotmail.com

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Subject: Ok I got some! nm!

Posted by [\[REHT\]Spirit](#) on Wed, 17 Sep 2003 15:06:34 GMT

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Thank you for the offers! We got some terrain now!

Expect to see something sort of soon but not too soon.....lol.....

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Subject: Ok I got some! nm!

Posted by [Try\\_lee](#) on Wed, 17 Sep 2003 21:22:07 GMT

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NHB is evil!

EVIL I TELLS YA! EEEEEEVIL!

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Subject: Ok I got some! nm!

Posted by [Griever92](#) on Thu, 18 Sep 2003 15:50:32 GMT

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[REHTSpirit]Thank you for the offers! We got some terrain now!

Expect to see something sort of soon but not too soon.....lol.....

How soon?

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Subject: Ok I got some! nm!

Posted by [\[REHT\]Spirit](#) on Thu, 18 Sep 2003 16:22:17 GMT

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About a week or so. I'm not saying anything definite because usually it ends up like this:

"Ok I should have it tomorrow!"

"#(%&\*#% SCRIPT WONT WORK! It's coded EXACTLY the way it's supposed to be!! Why doesn't it work???"

5 days later

"Ok.....finally fix it.....to make up for that I'll add something extra and simple to make people happier"

"#%\*#(% WONT WORK!!!!!!!"

rinse and repeat.....

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Subject: Ok I got some! nm!

Posted by [Griever92](#) on Thu, 18 Sep 2003 16:31:32 GMT

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[REHTSpirit]About a week or so. I'm not saying anything definite because usually it ends up like this:

"Ok I should have it tomorrow!"

"#(%&\*#% SCRIPT WONT WORK! It's coded EXACTLY the way it's supposed to be!! Why doesn't it work???"

5 days later

"Ok.....finally fix it.....to make up for that I'll add something extra and simple to make people happier"

"#%\*#(% WONT WORK!!!!!!"

rinse and repeat.....

Heh sounds just like when i was going to release my mod, so much shit went wrong that i just scrapped it.

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