Subject: C&C_Islands_KOTH released
Posted by **Titan1x77** on Thu, 12 Feb 2004 05:33:17 GMT
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Scripts1.4 was released today....and allowed me to finish my map.

Youll need to replace your scripts.dll with the one included.

So if you have done this before,then leave scripts2.dll alone and just overwrite the scripts.dll

If you havent done this before Rename your scripts.dll to scripts2.dll and then place this one in your Renegade folder.

Download

Object of this map is to win by gaining the most points,but the only way to gain several points at a time is to be on the hill the longest, You'll recieve 75 points every 15 seconds(via powerup),and to get there you must pick up 1 out of 2 random spawning teleporters.

Ive added a few replacement charcters...they have the exact same propertys as there parent just basicly a new skin to look at.

Ive added a new character to each side...Rocket officers that carry heat seeking rocket launchers....quite effective and could make for a good match against the ramjet characters.

heres the new characters for each side

1=voltrifle
2=heat seeking rocket launcher
3=Ramjet
4=sniper rifle
5=mini gunner (will replace engineer...no remotes,repairguns or proxys anyways)

Subject: C&C_Islands_KOTH released
Posted by **sniper12345** on Thu, 12 Feb 2004 08:30:46 GMT
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Yes. I like it.

Subject: C&C_Islands_KOTH released
Posted by Dante on Thu, 12 Feb 2004 08:55:29 GMT
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actually, i had a chance to play this map in the RC version, its a fun map, would be great for snipers or infantry.

Subject: C&C_Islands_KOTH released
Posted by Aircraftkiller on Thu, 12 Feb 2004 09:05:42 GMT
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Anything is great for "snipers" in Renegade, so long as you have those unbalanced Havoc\Sakura characters with n00b cannons.

Subject: C&C_Islands_KOTH released
Posted by spreegem on Thu, 12 Feb 2004 13:31:28 GMT
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Despite what ACK says . . . I think it looks pretty good and sounds like it would be fun, King Of the Mountain type of a thing right? Could I have permission to put it on my site?

Subject: C&C_Islands_KOTH released
Posted by Gizbotvas on Thu, 12 Feb 2004 17:01:07 GMT
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Titan,
is this a Renegade map? Or a Renalert map?

Subject: C&C_Islands_KOTH released
Posted by Try_lee on Thu, 12 Feb 2004 17:09:26 GMT
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Meh... I thought it was going to be C&C_Islands, but enhanced with a new game mode. ALAS!!!

I demand a refund!

Subject: C&C_Islands_KOTH released
Posted by KIRBY098 on Thu, 12 Feb 2004 17:53:27 GMT
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I must say, I admire Titan's composure on these constant attacks.

It shows a level of mature development that other mapmakers would do well to follow.

Subject: C&C_Islands_KOTH released
Posted by Titan1x77 on Thu, 12 Feb 2004 18:26:37 GMT
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GizbotvasTitan,
is this a Renegade map? Or a Renalert map?

Renegade

and of course spreegem....Anyone can host this file...you never have to ask,just include the readme so they know to include the scripts.dll

---

Subject: C&C_Islands_KOTH released
Posted by bigejoe14 on Thu, 12 Feb 2004 18:41:06 GMT
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How do you get onto that center island? Is there a ramp on the other end?

Subject: C&C_Islands_KOTH released
Posted by maj.boredom on Thu, 12 Feb 2004 19:35:18 GMT
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This new game mode makes it a very innovative map. Keep up the good work.

Crimson, how long till we can have this? http://www.phpbbhacks.com/viewhack.php?id=789

Subject: C&C_Islands_KOTH released
Posted by Crimson on Thu, 12 Feb 2004 20:24:35 GMT
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maj.boredomThis new game mode makes it a very innovative map. Keep up the good work.

Crimson, how long till we can have this? http://www.phpbbhacks.com/viewhack.php?id=789

I added the mod... I think I need a new icon for it though.

Subject: C&C_Islands_KOTH released
Posted by [msgtpain](#) on Thu, 12 Feb 2004 20:30:45 GMT
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Crimson
I added the mod... I think I need a new icon for it though.

http://renegade.the-pitts.net/index.php?act=ST&f=14&t=6593

Subject: C&C_Islands_KOTH released
Posted by [Jalapeno Jones](#) on Thu, 12 Feb 2004 20:32:54 GMT
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Yo. Cool map. Needs more helicopters tho.

Subject: C&C_Islands_KOTH released
Posted by [Crimson](#) on Thu, 12 Feb 2004 20:36:52 GMT
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msgtpainCrimson
I added the mod... I think I need a new icon for it though.

http://renegade.the-pitts.net/index.php?act=ST&f=14&t=6593

Perfect! I'll snag it in a sec

Subject: C&C_Islands_KOTH released
Posted by [kriegerv](#) on Thu, 12 Feb 2004 21:27:28 GMT
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Really cool! nicely done..
Some players are seeking for other entertainment in renegade.
Lot of ppl found it in CTF of bcserv3. This map can be a nice replacement too of the normal
aow/c&r/snipe servers.

Subject: C&C_Islands_KOTH released
Posted by [Creed3020](#) on Fri, 13 Feb 2004 03:53:54 GMT
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Great map. Very well done.

Great to see yet another game play mode.

Yah for scripts

Subject: C&C_Islands_KOTH released
Posted by Sk8rRIMuk on Fri, 13 Feb 2004 09:12:40 GMT
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Looks nice.

But

I have installed all the scripts correctly and the telportation still does not work for me.

Also the water sucks, you can still go under and it loks like normal land under a blue blanket, this should be fixed (I have seen it in other maps as welll).

Overall it may stand ground for people who like wierd and diffrent modes of play but it doesn't hold ground for me.

Subject: C&C_Islands_KOTH released
Posted by Titan1x77 on Fri, 13 Feb 2004 09:42:44 GMT
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Sk8rRIMukLooks nice.

But

I have installed all the scripts correctly and the telportation still does not work for me.

Also the water sucks, you can still go under and it loks like normal land under a blue blanket, this should be fixed (I have seen it in other maps as welll).

Overall it may stand ground for people who like wierd and diffrent modes of play but it doesn't hold ground for me.

where did you install the scripts.dll?

and also did you have a scripts.dll and scripts2.dll b4?

Water isnt a big deal...it's like that on almost every map with deep water...I could of added emmiters down there but didnt want to take away from the FPS...better to have it run smoothly then to have some nice water effect underneath the water plane making it lag.

Subject: C&C_Islands_KOTH released
Posted by sniper12345 on Fri, 13 Feb 2004 10:36:11 GMT
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KIRBY098I must say, I admire Titan's composure on these constant attacks.

It shows a level of mature development that other mapmakers would do well to follow.

Yea, that a CERTAIN mapmaker should follow...

Subject: C&C_Islands_KOTH released
Posted by Slicer_238 on Fri, 13 Feb 2004 12:26:38 GMT
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What if they're scuba divers?

Subject: C&C_Islands_KOTH released
Posted by sniper12345 on Fri, 13 Feb 2004 12:55:58 GMT
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....What if someone decided to make an underwater map?

Subject: C&C_Islands_KOTH released
Posted by Aircraftkiller on Fri, 13 Feb 2004 17:28:43 GMT
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It's not as if Zama\DMIsles allows you to do it without crouching down... In Titan's level, you can do it by just jumping into the "water."

Subject: C&C_Islands_KOTH released
Posted by msgtpain on Fri, 13 Feb 2004 17:47:55 GMT
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AircraftkillerIt's not as if Zama\DMIsles allows you to do it without crouching down... In Titan's level, you can do it by just jumping into the "water."

So in nature, you're forced to crouch before being submerged in water; thus, as long as you don't just sink straight to the bottom, what it looks like once you're under there is irrelevant..

gotcha..

Subject: C&C_Islands_KOTH released
Posted by smwScott on Fri, 13 Feb 2004 18:51:01 GMT
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Haven't had a chance to play it, but it looks like a pretty good map.

Subject: C&C_Islands_KOTH released
Posted by frijud on Fri, 13 Feb 2004 20:52:24 GMT
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I played this map last night on the pits. (after quick downloading it from renmaps.com). It was fun.
 It does not fit my gameplay very well (not tech or hotwires) because you can only shoot other infentry.

holding the hill is a job for snipers. I suck at sniping, so I just ran around getting killed.

Also note...the SBH does not cloak on this map.

Subject: C&C_Islands_KOTH released
Posted by Aircraftkiller on Sat, 14 Feb 2004 01:59:46 GMT
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msgtpainAircraftkillerIt's not as if Zama\DMIsles allows you to do it without crouching down... In Titan's level, you can do it by just jumping into the "water."

So in nature, you're forced to crouch before being submerged in water; thus, as long as you don't just sink straight to the bottom, what it looks like once you're under there is irrelevant..

gotcha..

No, what I'm saying is that it's a problem where I overestimated the height of the soldiers and made some areas too deep, so if you crouch, you see through it.

It's not as if you're standing 15 feet under "water" that isn't even water to begin with...

Subject: C&C_Islands_KOTH released
Posted by Cpo64 on Sat, 14 Feb 2004 04:44:20 GMT
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You should never be able to see below the water from the first person (and any other) camera,

Unless you have taken the time to make it look like you are actuly under the water, but that would depend on the situation, and if there is a good reason for it, and it works with the map.

Subject: C&C_Islands_KOTH released
Posted by Creed3020 on Sat, 14 Feb 2004 04:54:51 GMT
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Slicer_238What if they're scuba divers?

lol

Subject: C&C_Islands_KOTH released
Posted by sniper12345 on Sat, 14 Feb 2004 15:52:01 GMT
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Something SirPheonixx said just reminded me of DMIsles.

Subject: C&C_Islands_KOTH released
Posted by Titan1x77 on Sat, 14 Feb 2004 15:57:09 GMT
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Dan don't get these guys started...d-load the map come play on The-Pits or Fastc0nn server on WOL and come back and leave your thoughts.

Subject: C&C_Islands_KOTH released
Posted by Sir Phoenixx on Sat, 14 Feb 2004 16:55:55 GMT
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Quote:so much for rights on this forum.
You have no rights of any kind on this (or any other) forum.

Subject: C&C_Islands_KOTH released
Posted by Crimson on Mon, 16 Feb 2004 21:39:05 GMT
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I split what I considered the "Titan vs ACK" discussion into Hot Topics.

Subject: C&C_Islands_KOTH released
Posted by K9Trooper on Mon, 16 Feb 2004 21:39:32 GMT
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Now that is nice. Someone deleted all my replies as well as Dante's

NM[/Edit]

New home for that crap. http://www.renegadeforums.com/viewtopic.php?t=9012&start=75

Subject: C&C_Islands_KOTH released
Posted by Crimson on Mon, 16 Feb 2004 21:40:17 GMT
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Moved, not deleted. The whole discussion not directly related to the map is in Hot Topics now.

Subject: C&C_Islands_KOTH released
Posted by sniper12345 on Tue, 17 Feb 2004 14:51:30 GMT
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Yea, it gets kinda annoying that whenever Titan posts a new map, ACK comes and starts attacking it with horrible, horrible flames...

Subject: C&C_Islands_KOTH released
Posted by Deactivated on Tue, 17 Feb 2004 15:11:46 GMT
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=Renegade bully?

Subject: C&C_Islands_KOTH released
Posted by sniper12345 on Tue, 17 Feb 2004 15:15:19 GMT
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Hehe, that reminds me so much of school.

(for extremely obvious reasons)

(lame)

Subject: C&C_Islands_KOTH released
Posted by Aircraftkiller on Tue, 17 Feb 2004 15:24:55 GMT
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sniper12345Yea, it gets kinda annoying that whenever Titan posts a new map, ACK comes and

---

starts attacking it with horrible, horrible flames...

And it's also annoying when people like you have to whine and bitch about it. "Oh no, he's writing words at people on a forum designed to express opinions! HE CAN'T DO THAT!!!"

Subject: C&C_Islands_KOTH released
Posted by Sanada78 on Tue, 17 Feb 2004 15:58:30 GMT
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Although I haven't been able to try the map out yet, it looks good from the screenshots. Considering you made it in two days (I think), you might as well make a few more. For some reason, it takes me ages to do a map that should've taken half the time.

I may give a shot at making a KOTH map or even a CTF one. Just depends when...

Subject: C&C_Islands_KOTH released
Posted by msgtpain on Tue, 17 Feb 2004 17:14:40 GMT
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Aircraftkillersniper12345Yea, it gets kinda annoying that whenever Titan posts a new map, ACK comes and starts attacking it with horrible, horrible flames...

And it's also annoying when people like you have to whine and bitch about it. "Oh no, he's writing words at people on a forum designed to express opinions! HE CAN'T DO THAT!!!"

What you term "whining and bitching" are HIS opinions.. You know, those things that you hold so dear?

I still haven't quite figured out why you can say whatever you want, but when people say what they want, you point out how they are just saying that you can't say that.... but in reality, you are saying that what they are saying doesn't hold any weight on whether or not you can say it.. So what I'm saying is that when you say that someone else says you shouldn't say someting.. I'm just doing the same thing that EVERYONE IS..

Pretty stupid argument, isn't it...

Subject: C&C_Islands_KOTH released
Posted by Javaxcx on Tue, 17 Feb 2004 17:21:12 GMT
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I think msgtpain, that you've used the word "say" so much in that paragraph, that it itself has lost all meaning. You get what I'm ... uhh. saying?

Subject: C&C_Islands_KOTH released
Posted by KIRBY098 on Tue, 17 Feb 2004 17:40:31 GMT
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Bravo.
 I stated something similar in the Hot topics forum.

Subject: C&C_Islands_KOTH released
Posted by Aircraftkiller on Tue, 17 Feb 2004 18:19:06 GMT
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Quote:What you term "whining and bitching" are HIS opinions.. You know, those things that you hold so dear?

I never said they couldn't post it. I just mocked their complaints.

Quote:I still haven't quite figured out why you can say whatever you want, but when people say what they want, you point out how they are just saying that you can't say that.... but in reality, you are saying that what they are saying doesn't hold any weight on whether or not you can say it.. So what I'm saying is that when you say that someone else says you shouldn't say someting.. I'm just doing the same thing that EVERYONE IS..

What the fuck? I can't read that without getting a minor headache.

I'll take it you were trying to say "stop being a hypocrite." I'm not telling them they can't post opinions - I welcome that. I like mocking complaints. Nowhere have I told anyone that they can't post anything here...

Subject: C&C_Islands_KOTH released
Posted by Crimson on Tue, 17 Feb 2004 21:27:01 GMT
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STOP THE ARGUING IN THIS THREAD -- I ALREADY MOVED THE DISCUSSIONS TO THE HOT TOPICS FORUM.

Subject: C&C_Islands_KOTH released
Posted by sniper12345 on Wed, 18 Feb 2004 14:47:45 GMT
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Aircraftkillersniper12345Yea, it gets kinda annoying that whenever Titan posts a new map, ACK comes and starts attacking it with horrible, horrible flames...

And it's also annoying when people like you have to whine and bitch about it. "Oh no, he's writing words at people on a forum designed to express opinions! HE CAN'T DO THAT!!!"

Yea, but I'm just expressing my opinions too.

Oh, and for the sake of not arguing, Titan, should we expect an update for this map?

Subject: Re: C&C_Islands_KOTH released
Posted by HeXetic on Wed, 18 Feb 2004 16:55:47 GMT
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Titan1x77
Object of this map is to win by gaining the most points,but the only way to gain several points at a time is to be on the hill the longest, You'll recieve 75 points every 15 seconds(via powerup),and to get there you must pick up 1 out of 2 random spawning teleporters.

Great map. Mind if we mirror this at PCNC?

Subject: C&C_Islands_KOTH released
Posted by Titan1x77 on Wed, 18 Feb 2004 17:12:53 GMT
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I dont mind...you can host it

not much to update...possibly a few minor things..Most likely,There will just be a new version of a KOTH map on a totally different level.

So prehaps after a few maps,I may go back to this one,If need be.

Subject: C&C_Islands_KOTH released
Posted by sniper12345 on Thu, 19 Feb 2004 09:29:40 GMT
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Lightwave 3? That would rock...