Subject: Cool idea for a mod
Posted by Master. kirby on Thu, 08 Jul 2004 17:09:36 GMT
View Forum Message <> Reply to Message

Now I know EVERYONE hates me and i still ask forgivness for what i have done so please forgive me.

Now my idea would be like a mod for renegade but like actual C&C style with LOTS of buildings and MUCH bigger map.

like when you played C&C did you make 1 hand of nod and just 1 airstrip and just 1 refinery and just 1 powerplant and just 1 obolisk?

I think not.

This mod would also add missing buildings also that they dident put in.

and like 3 powerplants and just make the maps bigger and use some maps that where in origanle C&C.

Now i have no experiance in this just asking if this would work/people would like it.

Subject: Cool idea for a mod
Posted by PermaGrin on Thu, 08 Jul 2004 17:32:15 GMT
View Forum Message <> Reply to Message

yes, but when u played the RTS version of C&C, did u have a unit limit of X(x equals half of the max number of players a server can hold)? in other words, did u have a limit of say 25 units?

Subject: Cool idea for a mod
Posted by Master. kirby on Thu, 08 Jul 2004 17:36:04 GMT
View Forum Message <> Reply to Message

um no...

but i forgot my solution to that problem.

Each team will have bots that spawn and attack the enemys base.

and also bots with tanks and stuff.

so basicly it could have around 20 people each team but also a bunch of bots (they arn't that good but they are just the regular units you are the commano units)

Subject: Cool idea for a mod
Posted by sniper12345 on Thu, 08 Jul 2004 17:46:15 GMT
View Forum Message <> Reply to Message

OMG LAGEFST111!11

No.

Subject: Cool idea for a mod
Posted by PermaGrin on Thu, 08 Jul 2004 17:49:42 GMT
View Forum Message <> Reply to Message

but those bot dont know how to use teamwork. they dont know to place C4 on the MCTs. they dont know to guard the beacons. they dont know to disarm the C4. i dont know much abot bot, but unless im wrong, i think they lag the game with lots on the map.

someone may do it, u never know. it is just i have played on maps with over 10 buildings for each base. it was just too much. maybe if this as a massive multiplayer online game, then i can see all this. but since the average players i see is like 25 for each team, its just too big to keep track of.

Subject: Cool idea for a mod
Posted by Master. kirby on Thu, 08 Jul 2004 18:10:12 GMT
View Forum Message <> Reply to Message

K thanks for feedback

It sounded much better in my head before I was awhear of these problems

Subject: Cool idea for a mod
Posted by Fabian on Thu, 08 Jul 2004 19:58:37 GMT
View Forum Message <> Reply to Message

I remember Spirit talking a long time ago about his attempt or plan to get bots to place C4 on the MCT's.

Subject: Cool idea for a mod
Posted by [REHT]Spirit on Thu, 08 Jul 2004 20:12:29 GMT
View Forum Message <> Reply to Message

Actually I think one of the SUR_ scripts does this. Don't remember if it does anything else but if you look in one of the readmes for the scripts.dll you'll find it. You can probally use the SUR scripts there to make the AI communicate and attack things togather but it'd be preset.