Subject: BHS needs a mapper for Core Patch 1
Posted by jonwil on Mon, 11 Oct 2004 13:14:12 GMT

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Basicly, we have a fix for Field that fixes the buggy Hand Of Nod spawn point (I forget who did it but it doesnt matter). However, as has been reported, the map breaks the base defences somehow.
We need someone with some map skills to fix the spawn point issues (and whatever else might need fixing) such that the base defences dont stop working.

There is already a fix for the base 2 base issue where you can shoot through the mountain, that is fine and working perfectly (and unrelated to the base defence issue)

Subject: BHS needs a mapper for Core Patch 1
Posted by laeubi on Mon, 11 Oct 2004 14:07:47 GMT

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If you want I can do that.

Subject: BHS needs a mapper for Core Patch 1
Posted by zunnie on Mon, 11 Oct 2004 18:11:29 GMT

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I could do this as well if you like. Could also apply the "Intruder detected in <building>" sounds on all of the WS maps.

This will trigger a warning when a gdi enters the Nod refinery for example:
EVA: "Warning , Intruder detected in Nod Tiberium Refinery."

or when a nod enters the barracks:
EVA: "Warning , Intruder detected in GDI Infantry Barracks."

These sounds are played locally btw, you cant hear them throughout the whole map.
You will have to be close to the building to actually hear it. So it wont really 'spoil' any rushes or whatever.

These sounds will be played for the players near or inside the buildings:

http://www.fanmaps.net/images/FanMapsAoWMod/WestwoodMaps/Buildings/GDI/

http://www.fanmaps.net/images/FanMapsAoWMod/WestwoodMaps/Buildings/Nod/

I have already applied this on the maps that are in rotation on the a00000FM1 Server on USA in Renegade. Its cool feature

[zunnie]

Subject: BHS needs a mapper for Core Patch 1
Posted by Dan on Mon, 11 Oct 2004 18:51:39 GMT
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I can see it now:

"OIMGF LEIK HWOD U NO I WAS IN DER???11 U HAVE UBBER SBH REVEL HAX!!1 HOST BNA!"

I'd do it, but I kinda recently freed up 10Gb by removing unneeded files. And I kinda got rid of my stuff what I use to make maps, I mean like the WW LE maps, not the program.

Subject: BHS needs a mapper for Core Patch 1
Posted by Blazer on Mon, 11 Oct 2004 20:37:13 GMT
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On one hand I like that idea...I wanted to implement it myself via script zones in doorways once. But then again when I am an SBH, its quite a thrill to hide in the corner of a building while there are enemies in there, sneaking in and out of the doors etc...and that alarm would spoil that. Hmmm just my perspective though.

Subject: BHS needs a mapper for Core Patch 1
Posted by Dethdeath on Mon, 11 Oct 2004 21:09:33 GMT
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Feel the same way, it would take the whole sneakyness of SBH's away or even the "stealth hotwire/technician". Sometimes I'm laying my timed C4's on a mct and the players are either too busy buying their stuff or just idling next to a PT and they don't notice it...this alarm could change that.

Subject: BHS needs a mapper for Core Patch 1
Posted by YSLMuffins on Mon, 11 Oct 2004 21:46:44 GMT
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How exactly does the spawn point fix work? I don't see how simply deleting a spawn point from the map could break the base defenses for both sides...

Subject: BHS needs a mapper for Core Patch 1
Posted by Blazer on Tue, 12 Oct 2004 01:10:55 GMT
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Hmmm what if base enemy detection could be purchased for a large amount of money   That way it wouldnt exist early on, and it would be a sacrifice to have it.

Subject: BHS needs a mapper for Core Patch 1
Posted by icedog90 on Tue, 12 Oct 2004 05:46:59 GMT
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That sounds pretty cool, as long as it's not like Black-Cell's turret buying script where no matter how much one player pays, it won't build unless 10 different people do it.

Subject: BHS needs a mapper for Core Patch 1
Posted by Dan on Tue, 12 Oct 2004 06:09:40 GMT
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What if its an 8 player game?

Subject: BHS needs a mapper for Core Patch 1
Posted by louis on Tue, 12 Oct 2004 06:25:35 GMT
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icedog90That sounds pretty cool, as long as it's not like Black-Cell's turret buying script where no matter how much one player pays, it won't build unless 10 different people do it.

it doesn't matter how many people do it so long as you put in enough money.

Subject: BHS needs a mapper for Core Patch 1
Posted by Aircraftkiller on Tue, 12 Oct 2004 06:36:52 GMT
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It should be 600 credits for a Turret. They cost that much in C&C and they're much less effective than they were in the game.

Subject: BHS needs a mapper for Core Patch 1
Posted by Naamloos on Tue, 12 Oct 2004 11:29:11 GMT
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Yea, people pay like 1500 to rebuild 1 turret/GT

Also, i like the "intruder detected" idea but it should not work with SBH, they are stealth after all...

And "buying" "upgrades" for your team may be cool, but it will change game play a lot, and since most of you people don't like that.... (see n00b cannon thing)

Subject: BHS needs a mapper for Core Patch 1
Posted by Madtone on Tue, 12 Oct 2004 14:58:02 GMT
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NaamloosYea, people pay like 1500 to rebuild 1 turret/GT

Also, i like the "intruder detected" idea but it should not work with SBH, they are stealth after all...

And "buying" "upgrades" for your team may be cool, but it will change game play a lot, and since most of you people don't like that.... (see n00b cannon thing)

I already suggested this, an such a script already exists for it. I asked Jonwill to create the team_purchase scripts a lil' while ago.

Subject: BHS needs a mapper for Core Patch 1
Posted by flyingfox on Tue, 12 Oct 2004 16:16:31 GMT
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zunniel could do this as well if you like. Could also apply the "Intruder detected in " sounds on all of the WS maps.

This will trigger a warning when a gdi enters the Nod refinery for example:
EVA: "Warning , Intruder detected in Nod Tiberium Refinery."

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I have already applied this on the maps that are in rotation on the
a00000FM1 Server on USA in Renegade.

NO. NOT GOOD. ANAL EDITING. BAD GAME PLAY. EVEN WORSE SERVER NAME.

fuck, no wonder they knock you a00 offline so much..

Subject: BHS needs a mapper for Core Patch 1
Posted by zunnie on Tue, 12 Oct 2004 16:28:37 GMT
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flyingfoxzunnieI could do this as well if you like. Could also apply the "Intruder detected in
<building>" sounds on all of the WS maps.

This will trigger a warning when a gdi enters the Nod refinery for example:
EVA: "Warning , Intruder detected in Nod Tiberium Refinery."

or when a nod enters the barracks:
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These sounds are played locally btw, you cant hear them throughout the
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a00000FM1 Server on USA in Renegade.

NO. NOT GOOD. ANAL EDITING. BAD GAME PLAY. EVEN WORSE SERVER NAME.

fuck, no wonder they knock you a00 offline so much..

Wow that was one of the most intelligent replies in this thread o.O
<impressed>

Subject: BHS needs a mapper for Core Patch 1
Posted by Nightma12 on Tue, 12 Oct 2004 17:12:47 GMT
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BlazerHmmm what if base enemy detection could be purchased for a large amount of money
That way it wouldnt exist early on, and it would be a sacrifice to have it.

i like this idea

perhaps have it possible to upgrade it as well to make it global for some more money?

Subject: BHS needs a mapper for Core Patch 1
Posted by Slash0x on Wed, 13 Oct 2004 06:51:42 GMT
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Those a0000000 names are getting annoying....

Subject: BHS needs a mapper for Core Patch 1
Posted by exnyte on Wed, 13 Oct 2004 08:08:13 GMT
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Those who complain about those a000000* names are getting annoying as well.

That's not the topic at hand in this thread though is it?

Subject: BHS needs a mapper for Core Patch 1
Posted by Chronojam on Wed, 13 Oct 2004 17:00:27 GMT
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louisicedog90That sounds pretty cool, as long as it's not like Black-Cell's turret buying script where no matter how much one player pays, it won't build unless 10 different people do it.

it doesn't matter how many people do it so long as you put in enough money.

This is right, I've done it by myself (I often have tons of money) before and it worked just fine. Although, I've had the "payment" object disappear on me before, and no base defensive system appear.

Subject: BHS needs a mapper for Core Patch 1
Posted by Slash0x on Wed, 13 Oct 2004 19:47:00 GMT
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majikentThose who complain about those a000000* names are getting annoying as well.

That's not the topic at hand in this thread though is it?
Then why did you reply to my post, nothing else better to do? :rolleyes:

I haven't even said anything on the a00000* names until that post. Who are you anyways?

Subject: BHS needs a mapper for Core Patch 1
Posted by exnyte on Wed, 13 Oct 2004 19:53:50 GMT
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Way to bring the topic more off course. I wasn't attacking you, I only stated that those who complain about the a00000* names are getting annoying as well. Who I am, or why I replied to your post has no bearing on what the original topic at hand is, now does it?

Subject: BHS needs a mapper for Core Patch 1
Posted by Slash0x on Wed, 13 Oct 2004 19:56:00 GMT
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majikentWay to bring the topic more off course. I wasn't attacking you, I only stated that those who complain about the a00000* names are getting annoying as well. Who I am, or why I replied to your post has no bearing on what the original topic at hand is, now does it?
Dude, you replied to it, so your just as guilty as I am. Get over it and move on.

Subject: BHS needs a mapper for Core Patch 1
Posted by exnyte on Wed, 13 Oct 2004 19:57:40 GMT
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I never said I wasn't. Just can't figure out why you decided to continue with it.

Subject: BHS needs a mapper for Core Patch 1
Posted by zunnie on Fri, 15 Oct 2004 13:37:18 GMT
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stfu lol noobies
changed the server nicks to FanMaps, FanMaps0, FanMaps00 and FanMaps1

there all happy now? good kthx lol

[zunnie]

Subject: BHS needs a mapper for Core Patch 1
Posted by cheesesoda on Fri, 15 Oct 2004 14:10:42 GMT
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BlazerOn one hand I like that idea...I wanted to implement it myself via script zones in doorways once. But then again when I am an SBH, its quite a thrill to hide in the corner of a building while there are enemies in there, sneaking in and out of the doors etc...and that alarm would spoil that. Hmmm just my perspective though.

Could always make the SBH an exception. Plus, could always bump up the cost of the SBH in all the servers that will have this detection sound.