Subject: Roleplay Map
Posted by glyde51 on Sun, 28 Nov 2004 20:26:17 GMT
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I know this is a stupid, spam LIKE topic but...

Does anyone know anything secret about the Roleplay map. I have heard of a (unconfimed) account of a MCV and guard dogs just beyond the maps barrier. Can anyone confirm this?

Subject: Roleplay Map
Posted by prox on Sun, 28 Nov 2004 20:28:47 GMT
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Confirmed.

Subject: Roleplay Map
Posted by glyde51 on Sun, 28 Nov 2004 20:30:07 GMT
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Anything? A screen shot? some directions for my searches?

please, hours of searching led to nothing.

Subject: Roleplay Map
Posted by icedog90 on Sun, 28 Nov 2004 22:03:07 GMT
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Can you send that level to me? I'm interested in seeing how well put it is from Blazea.

Subject: Roleplay Map
Posted by glyde51 on Sun, 28 Nov 2004 22:04:43 GMT
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http://trielite.afraid.org/C&C_Roleplay.zip

Subject: Roleplay Map
Posted by icedog90 on Sun, 28 Nov 2004 22:07:50 GMT
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Kthxs.

Subject: Roleplay Map
Posted by glyde51 on Sun, 28 Nov 2004 22:14:50 GMT
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Icedog wanna play online and look for that MCV?

just being hopeful is all...

Subject: Roleplay Map
Posted by WNxCABAL on Mon, 29 Nov 2004 00:52:57 GMT
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Anyone know who made this map?
I would sure like to know, its a crap, but fun map!

Subject: Roleplay Map
Posted by icedog90 on Mon, 29 Nov 2004 00:53:52 GMT
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I already stated above, Blazea58.

Subject: Roleplay Map
Posted by glyde51 on Mon, 29 Nov 2004 00:55:40 GMT
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Does anyone really know if there is a MCV and attack dogs on that map?

Subject: Roleplay Map
Posted by jd422032101 on Mon, 29 Nov 2004 00:57:39 GMT
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EDit i got it working

Subject: Roleplay Map
Posted by Pendullum on Mon, 29 Nov 2004 00:57:53 GMT
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interesting, can anyone post a screenshot of these hidden models?

Subject: Roleplay Map
Posted by z310 on Mon, 29 Nov 2004 01:32:45 GMT
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I dislike that map, its too big... Mainly why I dislike renalert maps

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Subject: Roleplay Map
Posted by glyde51 on Mon, 29 Nov 2004 01:44:41 GMT
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Pendulluminteresting, can anyone post a screenshot of these hidden models?

The only one who we can truly trust is Blazea58

Subject: Roleplay Map
Posted by jd422032101 on Mon, 29 Nov 2004 01:51:02 GMT
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z310I dislike that map, its too big... Mainly why I dislike renalert maps
i have to agreee it's way to big.

Subject: Roleplay Map
Posted by Blazea58 on Mon, 29 Nov 2004 05:38:38 GMT
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Quote:I know this is a stupid, spam LIKE topic but...

Does anyone know anything secret about the Roleplay map. I have heard of a (unconfimed)
account of a MCV and guard dogs just beyond the maps barrier. Can anyone confirm this?

No this is just a rumor you or a buddy of yours made up so you would be forced to play the map
weather you like it or not lol.
 I dont know where this rumor started but i sure as hell dont have the experience in Level edit to
even put an mcv , or attack dogs on a map.

Quote:its a crap, but fun map!

Yes it was crap also in my opinion, but i just kept going on and making it until i finally said hell ill
just release this map.

Quote:I dislike that map, its too big... Mainly why I dislike renalert maps

---

Yea the map was very large , but it was for a few good reasons. The major reason was to keep the fps up, the second reason was to keep people busy with finding new places to go, the third reason was because i always liked doing stunts on maps, so i wanted alot of terrain.

Anyways, this map was more of an experiment to see what i could pull off. Now that alot of time has passed and i have learnt just about all i need to know about mapping, i have started yet again on another roleplay based map, this time being based from Gta san andreas.

Progress is already going well, and i have got it all planned out so it doesnt become the worlds most boring roleplay map lol. The new roleplay map will not just have one crappy road, it will have a full setup of roads all interconnecting. Also yes this will be another large map, but this time the space will be filled up, with over 100 buildings and over 20 structures to enter.

And no there wont be no mcv's with attack dogs gaurding them lol.

Subject: Roleplay Map
Posted by icedog90 on Mon, 29 Nov 2004 06:15:44 GMT
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Hehe, constant 140 fps on your Roleplay level. That highway over nothingness was sort of useless though, including when I ended up back where I started... -_-

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Subject: Roleplay Map
Posted by z310 on Mon, 29 Nov 2004 06:15:50 GMT
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Subject: Roleplay Map
Posted by glyde51 on Mon, 29 Nov 2004 13:37:35 GMT
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thank god, now I can stop searching for it and try to kick Drake's ass.

Subject: Roleplay Map
Posted by Oblivion165 on Mon, 29 Nov 2004 15:29:17 GMT
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from first glance i dont see how its true, renegade doesnt come with an MCV or attack dogs. If you extract the mix, you will see there are no models for this.

Subject: Roleplay Map
Posted by Madtone on Mon, 29 Nov 2004 15:33:15 GMT
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oblivion165from first glance i dont see how its true, renegade doesnt come with an MCV or attack dogs. If you extract the mix, you will see there are no models for this.

Guess you didn't hear that its actually a RenAlert map

Subject: Roleplay Map
Posted by Oblivion165 on Mon, 29 Nov 2004 15:41:57 GMT
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Ah and i forgot to say unless they were part of the terrain.

Subject: Roleplay Map
Posted by glyde51 on Mon, 29 Nov 2004 21:34:41 GMT
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I had used RenX myself, but came to no conclusions of finding this. But still, people insisted that I find out.

Subject: Roleplay Map
Posted by MilkyLep on Mon, 29 Nov 2004 22:10:41 GMT
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glyde51I had used RenX myself, but came to no conclusions of finding this. But still, people insisted that I find out.
Glyde got pooned