Subject: CP2 Weather
Posted by The_Commentator1 on Thu, 21 Apr 2005 03:10:35 GMT
View Forum Message <> Reply to Message

Hey guys,
    It's probably way too late to request features for CP2 (if that was even an option to begin with), but I'd still like to put an idea I had out there. You know how certain map mods enable random rain? Wouldn't it be cool if we could have realistic looking, low-in-the-sky dark clouds? The top of the hill in C&C_Hourglass would be shrouded. Fog would be cool too. How about "Tiberium Rain" where Tib gets into the rain cycle and creates green rain which damages troops and vehicles slightly? Lightning that actually strikes the ground, and does damage to buildings, vehicles, and troops would be cool. Besides that, dust devils in desert maps that actually move vehicles and toss troops would be awesome. Why not full blown tornados that can rip through buildings at random (not completely destroying them, but damaging them and everything else in its path significantly) during a lightning storm? These are just some humber requests, and I'm sure people have asked about them before, especially if they remember Tib Sun.

Peace, --The_Commentator

Subject: CP2 Weather
Posted by The_Commentator1 on Thu, 21 Apr 2005 03:11:38 GMT
View Forum Message <> Reply to Message

*humble not humber

Subject: CP2 Weather
Posted by IRON FART on Thu, 21 Apr 2005 03:26:07 GMT
View Forum Message <> Reply to Message

We don't have that much control over the weather. It is possible to make it rain in certain areas when you enter that area (I think). But other than tha, I don't think it is possible to do this. Nor do I think people would want this on the standard maps.

You can change wind settings, and change the entire tone of the sky. Even add thunder and lightning (that was fun to play with) to maps, but you can't do tornados.

EDIT: There is a Modify Post button at the top right hand corner of your post if you need to make changes.

Subject: CP2 Weather
Posted by trunkskgb on Thu, 21 Apr 2005 14:33:15 GMT
View Forum Message <> Reply to Message

The Weathermod was the worst thing they ever did to Renegade.

Subject: CP2 Weather
Posted by The_Commentator1 on Thu, 21 Apr 2005 18:04:17 GMT
View Forum Message <> Reply to Message

I don't think it was the worst thing, but if they can't improve on it, what's the point? Thanks for responding Fart.
--T.C.

Subject: CP2 Weather
Posted by reborn on Thu, 21 Apr 2005 20:57:30 GMT
View Forum Message <> Reply to Message

things cant be added server side that arean't allreaDy in the game itself... they could add snow however...   infact they may of allready done so, I haven't looked...

B ut these additions do effect the FPS of both the client and the server... an arguement that people still engage in now...

Subject: CP2 Weather
Posted by Crimson on Thu, 21 Apr 2005 23:19:00 GMT
View Forum Message <> Reply to Message

There's a real easy solution here... the server owner can disable the weather if he doesn't want to use it. I did.

Subject: CP2 Weather
Posted by The_Commentator1 on Fri, 22 Apr 2005 01:17:08 GMT
View Forum Message <> Reply to Message

There you go!

Subject: CP2 Weather
Posted by Jzinsky on Sat, 23 Apr 2005 01:02:32 GMT
View Forum Message <> Reply to Message

Which leads me on to another idea, seeing as snipers can't see into the fog, how about an infra red scope, for extra cost of course.

Come to think of it how about a whole weapons upgrade option? Not sure how it could be done but maybe by adding an extra building, giving you the option of extra armour or making your current weapon do more damage?

Subject: CP2 Weather
Posted by Kanezor on Sat, 23 Apr 2005 03:33:35 GMT
View Forum Message <> Reply to Message

Purchase spies for 10,000 credits (very expensive just so that they're equally as rare) and... on Nod, stealth suits for 2,500 credits.

I think it'd be cool to be able to purchase your own harvester in every map, as well.

Subject: CP2 Weather
Posted by Jzinsky on Sat, 23 Apr 2005 13:13:24 GMT
View Forum Message <> Reply to Message

I think spy equipment could be done, where it changes you to the relevant other team character. Thus you could have a spy Mobius, or Sakura...

Also if we can buy harvesters then they should be able to do something with them, e.g. collect tiberium and dump it for credits, and some sort of chain gun on it would be nice a la RA2

Subject: CP2 Weather
Posted by Vitaminous on Sun, 24 Apr 2005 02:52:38 GMT
View Forum Message <> Reply to Message

KanezorPurchase spies for 10,000 credits (very expensive just so that they're equally as rare) and... on Nod, stealth suits for 2,500 credits.

I think it'd be cool to be able to purchase your own harvester in every map, as well.

Why would I buy a stealth suit for 5 times the cost of a Stealth Black Hand?

Subject: CP2 Weather
Posted by Stryder on Sun, 24 Apr 2005 04:51:45 GMT
View Forum Message <> Reply to Message

For a stealth Technician.

Subject: CP2 Weather
Posted by RTsa on Sun, 24 Apr 2005 08:26:20 GMT
View Forum Message <> Reply to Message

Wow, purchasing more equipment would be cool!
Though, it'd probably be very hard to balance things...also, if you'd want 'stealth suit' to work, everyone has to have CP2 (or whatever). Otherwise the non-CP players would still see you as normal, I think. At least that's how it is now with the stealth-crate.

Subject: reply
Posted by Haxzer334 on Mon, 25 Apr 2005 01:30:10 GMT
View Forum Message <> Reply to Message

I know all of this can be done because i have seen these types of modifications done in renalert , the red alert version of renegade based off its engine altho now moveing to source. As for the issue of haveing to have the core patch to work then you could simply set up a few servers that require it to play similar to some that require renguard now,but the core patch additions could be disabled if a supporting server isn't recognized when you connect in a similar way that you get a message saying this isn't a renguard protected server but only for the patch instead of renguard.

Also I would also like to add that my understanding of the core patchs are mainly to fix and help to more streamline and improve on the gameplay of renegade,not to make major additions or change the general feel or experience. That is left up to the modding community. If I am wrong in this post in anyway please let me know.

Subject: CP2 Weather
Posted by csskiller on Mon, 25 Apr 2005 01:40:13 GMT
View Forum Message <> Reply to Message

I thought Renalert was moving to Battlefield 2

Subject: CP2 Weather
Posted by reborn on Mon, 25 Apr 2005 10:57:53 GMT
View Forum Message <> Reply to Message

Yes you are right, but RA was and still is a total conversion modifaction. BHS endevours to make game fixes like VIS errors and glitches, and they try to do it server side.
They did include some server side game modifactions like the new crates, but this I think was largely due to the fact the vloktboky released his scripts publically before moving on to source.

The modifications you are talking about can be made. Not all of them server side, but some of them.

What i think would be cool would be a few more additions to the crates...

I think it would be cool to have a 2-3 minute invincible shield. This deffinately can be done. If you look at the unfinished death match scripts you can see that when someone spawns they have a blue thing around them, this lasts for 3 seconds and is mean't to be used to avoid spawn killers

ruining the game, however it could be used for a crate...

I really really don't think they are taking requests now tho...

Subject: CP2 Weather
Posted by Jzinsky on Mon, 25 Apr 2005 13:42:01 GMT
View Forum Message <> Reply to Message

Save it for cp3?

Subject: CP2 Weather
Posted by -MP-recon on Sun, 01 May 2005 23:12:40 GMT
View Forum Message <> Reply to Message

Rebornthings cant be added server side that arean't already in the game itself... they could add snow however...   infact they may of already done so, I haven't looked...

B ut these additions do effect the FPS of both the client and the server... an arguement that people still engage in now...
in server side u also cant add new objects
the it isnt server side mod.
that means u have to download the map.