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Subject: Funnest Map(s) i have Played in forever!  
Posted by [Oblivion165](#) on Fri, 03 Jun 2005 04:11:48 GMT  
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Ok at first i was just making these SP Bot maps just for me and Nick, but these are the funnest things i have ever played.

<http://www.file.oblivionabre.com/Bot%20Sp.exe>

(The Ship Map is an obvious rip of one i played on a server, but i changed a few things.)

And about the Security doors, i didnt make them to Fit, i just made one set, and stuck them in. You will see the sides sticking out of walls, etc.

EDIT: Oh and i dare you to beat these maps by yourself. Its impossible with two people!

EDIT2: Im hosting a server on WOL as of right now (12Am Eastern Time 06/02), Join away.

Game Room Name: Oblivion's Domain

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Subject: Re: Funnest Map(s) i have Played in forever!  
Posted by [cmatt42](#) on Fri, 03 Jun 2005 05:32:28 GMT  
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I don't want to see through the buildings, nor do I want to see the default WWS texture. Great idea, though.

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Subject: Re: Funnest Map(s) i have Played in forever!  
Posted by [Oblivion165](#) on Fri, 03 Jun 2005 06:19:13 GMT  
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cmatt42 wrote on Fri, 03 June 2005 01:32l don't want to see through the buildings, nor do I want to see the default WWS texture. Great idea, though.

HUH? What are you talking about?

These maps are nothing like that....

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Subject: Re: Funnest Map(s) i have Played in forever!  
Posted by [Naamloos](#) on Fri, 03 Jun 2005 12:45:35 GMT  
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I played on that server and i tell you they are easy to beat. Exept that sometimes backup will help a lot.

Human brain > renegade AI.

But i'll download it anyway to see how you did it.

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Subject: Re: Funnest Map(s) i have Played in forever!  
Posted by [Dave Mason](#) on Fri, 03 Jun 2005 13:34:48 GMT  
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Goldfish > Renegade AI

But if I'm not mistaken this is your custom AI right?

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Subject: Re: Funnest Map(s) i have Played in forever!  
Posted by [Oblivion165](#) on Fri, 03 Jun 2005 14:33:45 GMT  
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DJM wrote on Fri, 03 June 2005 09:34Goldfish > Renegade AI

But if I'm not mistaken this is your custom AI right?

Correct, i made them alot more difficult than the average AI. If i didnt put security doors everywhere, all the "Loose" bots in the whole map would come and get you.

Loose - Not stationary.

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Subject: Re: Funnest Map(s) i have Played in forever!  
Posted by [cmatt42](#) on Fri, 03 Jun 2005 22:25:59 GMT  
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Hmmm, well maybe I got the map wrong. I selected a map I didn't recognize, and played it. What's the name of the map?

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Subject: Re: Funnest Map(s) i have Played in forever!  
Posted by [Oblivion165](#) on Sat, 04 Jun 2005 05:44:23 GMT  
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cmatt42 wrote on Fri, 03 June 2005 18:25Hmmm, well maybe I got the map wrong. I selected a map I didn't recognize, and played it. What's the name of the map?

Mod Pkg "Bot Sp"

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Subject: Re: Funnest Map(s) i have Played in forever!  
Posted by [cmatt42](#) on Sat, 04 Jun 2005 16:10:52 GMT  
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Ah, it's a .pkg file. I didn't know because of the installer.

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Subject: Re: Funnest Map(s) i have Played in forever!  
Posted by [Oblivion165](#) on Sat, 04 Jun 2005 16:38:24 GMT  
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Right, yeah. My friend cant install a map properly. I say "Place the Mix or Pkg inside your Renegade\Data folder"

Then he says "Yeah ok, its in there"

We run renegade, and the map is Grey to him. I have to make an installer because he isnt able to handle the extreme task of placing a file in the data folder.

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