Subject: Roleplay 2
Posted by bandie63 on Fri, 03 Jun 2005 18:08:28 GMT
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Hi, I was just wondering if anyone knew how Roleplay 2 is coming along. I remember it from the old Renstation.net modding forums, and once they got moved, I could never find the thread again. I remember this because I have a record store named after me in it!   Anyway, I was just wondering how it's coming, if anyone knew, and if someone could link me to the new thread.

Thanks a lot!

~Bandie63

Subject: Re: Roleplay 2
Posted by Jecht on Fri, 03 Jun 2005 18:58:19 GMT
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wasn't roleplay 2 being made by someone other than Blazea? And if I remember correctly, the guy making it didnt know what the fuck he was doing.

Subject: Re: Roleplay 2
Posted by idebo on Fri, 03 Jun 2005 19:28:58 GMT
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Roleplay... ewwww!

Subject: Re: Roleplay 2
Posted by Oblivion165 on Fri, 03 Jun 2005 20:26:12 GMT
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Its already out. I was playing it the other day with tooncy.

Subject: Re: Roleplay 2
Posted by glyde51 on Fri, 03 Jun 2005 20:34:53 GMT
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GDIO GIVE IT TO ME.

Subject: Re: Roleplay 2
Posted by Blazea58 on Fri, 03 Jun 2005 20:42:31 GMT

gbull wrote on Fri, 03 June 2005 14:58wasn't roleplay 2 being made by someone other than Blazea? And if I remember correctly, the guy making it didnt know what the fuck he was doing.

Yes I may not know what im doing, but i do know what i like to see in maps , so this is much different then any other one around. Napalmic is also helping out, and i personally think he does a damn good job at it.

 The map is not final either so just because we got betas, it doesnt really mean thats what you will get in the map. Right now the beta has like 9 buildings, compared to the 65 that are complete which i am gathering up textures and sending to napalmic for him to place on the map.

 Also another thing to take note of is, just because the name of the map is Roleplay2 it doesnt really mean thats all its for. I just wanted to keep the same filename so people know its another huge map. You can do just about anything in this map, and if anything its more geared towards surviver style combat.
 You work at bars, resturants, gas stations, or just gamble at casinos to gain your credits, there will always be a way.

Really the only thing i could suggest is to wait till around the end of this month for a solid release that will contain all the buildings and gameplay modes.

here are some of the buildings and props ive been working on.

Remember this map is basically all based on gta san andreas, so the gameplay will be somewhat the same style.

Subject: Re: Roleplay 2
Posted by glyde51 on Fri, 03 Jun 2005 20:49:07 GMT
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I love having an AOW in the old Roleplay maps, give me a link for the download, I see two good Renegade maps right now that make me want to re-install the game

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Subject: Re: Roleplay 2
Posted by Oblivion165 on Fri, 03 Jun 2005 21:13:32 GMT
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glyde51 wrote on Fri, 03 June 2005 16:34GDIO GIVE IT TO ME.

Turns out its not public yet.

Subject: Re: Roleplay 2
Posted by glyde51 on Fri, 03 Jun 2005 21:30:13 GMT
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I hope you die you ass

Subject: Re: Roleplay 2
Posted by idebo on Fri, 03 Jun 2005 22:21:31 GMT
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Lol, that chopper is from the Desert Conflict Alpha. Oh and gotta love sunglare in a hallway too...

Subject: Re: Roleplay 2
Posted by Oblivion165 on Fri, 03 Jun 2005 22:32:22 GMT
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glyde51 wrote on Fri, 03 June 2005 17:30I hope you die you ass

Hehe

idebo wrote on Fri, 03 June 2005 18:21Lol, that chopper is from the Desert Conflict Alpha. Oh and gotta love sunglare in a hallway too...

That glare thing under the chopper is the ammo it fires.

Subject: Re: Roleplay 2
Posted by JeepRubi on Fri, 03 Jun 2005 22:49:00 GMT
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1 of my friends gave me that map and i did not know what it was. i dont have it anymore though.

i dont know were he got it and there wasnt any water yet

srry 4 playing it before it was done

Subject: Re: Roleplay 2
Posted by Oblivion165 on Fri, 03 Jun 2005 23:25:57 GMT
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It seems to be complete, i dont know what else he will do. Water is there and all.

Subject: Re: Roleplay 2
Posted by JeepRubi on Sat, 04 Jun 2005 01:39:44 GMT
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isnt water the last thing that you put on the map any way?

Subject: Re: Roleplay 2
Posted by Blazea58 on Sat, 04 Jun 2005 04:02:20 GMT
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Oblivion165 wrote on Fri, 03 June 2005 19:25It seems to be complete, i dont know what else he will do. Water is there and all.

Ok what is a city with only 4-5 buildings on it? you Really think thats final lol, were using Gt2 for all the beta's and Roleplay2 for the final map name just so you dont confuse yourself anymore.

But im suprised anyone could think its done from the beta since its just the terrain which we are focusing on finishing , then after we get that finalized we will start adding in the 65 buildings i have completed.

But im glad someone thought even at this stage it is good enough to call it done lol, but far from in my opinion.

Basically all napalmic has to still do is fix the beaches a tad more , and of course add in the train tracks, and also change some textures around on the terrain.

This picture is strictly beta, and is progress work from napalmic after he improved the entire beach making it go all the way around the map now.

File Attachments
1) 12313132.jpg, downloaded 489 times

Subject: Re: Roleplay 2
Posted by JeepRubi on Sat, 04 Jun 2005 20:49:02 GMT
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yea the one i tried was called gt2

Subject: Re: Roleplay 2
Posted by Cyber030 on Sat, 04 Jun 2005 23:42:09 GMT
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I loved the roleplay map, I mean there were a lot of missing textures, but none-the-less pretty good. Can't wait for the new map to come out.

Subject: Re: Roleplay 2
Posted by tooncy on Sun, 05 Jun 2005 17:53:15 GMT
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I've got the Roleplay 2 beta. BE JEALOUS! BWAHAHAHA!!

Subject: Re: Roleplay 2
Posted by Jecht on Sun, 05 Jun 2005 18:52:56 GMT
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Blazea I wasnt refering to you when I said the guy didnt know what he was doing. Personally I love your maps.

Btw, love the GTA touch in this new one.

Subject: Re: Roleplay 2
Posted by Cyber030 on Sun, 05 Jun 2005 23:38:18 GMT
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So, tooncy, you wuldn't mind telling me where you got that there BETA map now would ya? heh heh, please? lol

---

Subject: Re: Roleplay 2
Posted by BlazeDragoon on Sun, 05 Jun 2005 23:51:54 GMT
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That looks pretty sexy:o

Subject: Re: Roleplay 2
Posted by Blazea58 on Mon, 06 Jun 2005 08:49:38 GMT
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Cyber030 wrote on Sun, 05 June 2005 19:38So, tooncy, you wuldn't mind telling me where you got that there BETA map now would ya? heh heh, please? lol

The beta is public but the ftp that we have it hosted at is kinda acting up right now so other then that for the time being anyone can page this name on aim to try it out.

Subject: Re: Roleplay 2
Posted by Cyber030 on Mon, 06 Jun 2005 12:34:11 GMT
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Well on AIM my sn is TitanBoy2234. I will wait till you are on later, but I definitely await the map. If yuo could send it by e-mail lol, mine is cybaservers@yahoo.com. Thanks man.

Subject: Re: Roleplay 2
Posted by TD on Mon, 20 Jun 2005 10:06:02 GMT
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www.yousendit.com,

you can upload it here, and about 20 people will be able to download it from that link (then it gets auto deleted). Just fill in the target mail as yourself, and place the link here that you get in your email. (Be sure to zip roleyplay2.mix).

The lucky 20 first people can download it. When limit is reached, you can just Reupload.

Hmm, you can also try http://rapidshare.de/

Subject: Re: Roleplay 2
Posted by Napalmic on Mon, 20 Jun 2005 15:20:20 GMT
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TD wrote on Mon, 20 June 2005 06:06www.yousendit.com,

you can upload it here, and about 20 people will be able to download it from that link (then it gets auto deleted). Just fill in the target mail as yourself, and place the link here that you get in your email. (Be sure to zip roleyplay2.mix).

The lucky 20 first people can download it. When limit is reached, you can just Reupload.

Hmm, you can also try http://rapidshare.de/

Or, you can visit the official C&C Roleplay 2 Forums at http://rp2.clicdev.com/. Please Register as you will be able to post topics like your own suggestions for the map, and then download the Pre-Release within the Map Updates forum. You can expect new versions of the Pre-Release every once in a while, but I cannot make promises on when they are released.

Also, please note the following:
Napalmic wrote on Mon, 20 June 2005 07:42Again, this work is strictly beta. Not everything has been implemented, nor have all the bugs been fixed. This Pre-Release is provided "AS IS," and nothing should be considered as final. I cannot stress this enough.

-Edit- Sorry, but our forum host is currently undergoing maintenance. Please excuse the inconvenience and check back at a later time.