
Subject: Renegade: Sole Survivor Solo Arena Question
Posted by [Dr. Lithius](#) on Thu, 21 Jul 2005 19:15:10 GMT

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Alright. Renegade: Sole Survivor. Either you like it(yes, all five of you), or you hate it(IE, everyone else.) No one plays it. I can deal with that. However! I'm curious if anyone else has had the patience to sit through Wave after Wave in Solo Arena mode. It's not hard, considering you have infinite respawns and enough Credits to buy any given unit, but I wonder. . . Just how many Waves are there? I'm at Wave 24 as I write this.(Taking a brief break from blasting the crap out of things. I think the game is mad at me. It stopped giving me vehicles around Wave 20.)

And before I forget. I don't want any of this "Sole Survivor sucks" crap in this topic, please. Obviously, I'm in no position to stop it, but it'd be highly appreciated you keep it corked if you're not going to keep the topic relevant.

Subject: Re: Renegade: Sole Survivor Solo Arena Question
Posted by [deadaim00](#) on Thu, 21 Jul 2005 19:22:37 GMT

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Ive played through it all, and there are 50 waves. It starts to get hard at the end.

Subject: Re: Renegade: Sole Survivor Solo Arena Question
Posted by [Ma1kel](#) on Thu, 21 Jul 2005 19:45:45 GMT

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Hmm, maybe not the right topic, but where can I get the Sole Survivor mod?

Subject: Re: Renegade: Sole Survivor Solo Arena Question
Posted by [Dr. Lithius](#) on Thu, 21 Jul 2005 19:59:07 GMT

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<http://www.renegade.gamingsource.co.uk/pafiledb/pafiledb.php?action=category&id=1> has it and the 1.02 patch. Thanks for answering my question, by the way, deadaim00.

Subject: Re: Renegade: Sole Survivor Solo Arena Question
Posted by [Ma1kel](#) on Thu, 21 Jul 2005 20:23:52 GMT

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Joseph Collins wrote on Thu, 21 July 2005 14:59

<http://www.renegade.gamingsource.co.uk/pafiledb/pafiledb.php?action=category&id=1> has it and the 1.02 patch.

Thank you.

Subject: Re: Renegade: Sole Survivor Solo Arena Question

Posted by [deadaim00](#) on Fri, 22 Jul 2005 01:56:54 GMT

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Joseph Collins wrote on Thu, 21 July 2005 15:59

<http://www.renegade.gamingsource.co.uk/pafiledb/pafiledb.php?action=category&id=1> has it and the 1.02 patch. Thanks for answering my question, by the way, deadaim00.

np

Subject: Re: Renegade: Sole Survivor Solo Arena Question

Posted by [Naamloos](#) on Fri, 22 Jul 2005 11:37:03 GMT

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Watch out for the evil chickens of death... Chicken > mammoth tank.

I liked SS, it didn't look great but the gameplay was fun. I liked arena a lot too, but there was only 1 spawn room and 2-4 spawners in it so on a 14+ player server... Mutation effects...

Subject: Re: Renegade: Sole Survivor Solo Arena Question

Posted by [Dr. Lithius](#) on Fri, 22 Jul 2005 19:19:48 GMT

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Lemme tell ya somethin'. I was playing it yesterday and the thing decided to stop functioning around Wave 42. This may have very well been because I'd decided to try and cheat the game by parking two Mammoth Tanks and a Medium Tank in a couple of the enemy spawn points (thus locking them throughly in place), but considering I blew up my tanks and found that one of the doors still didn't close, I think it was just a general error. I'll see if I can't get up to that point again sometime later.

Subject: Re: Renegade: Sole Survivor Solo Arena Question

Posted by [Naamloos](#) on Fri, 22 Jul 2005 21:07:05 GMT

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You move to the next round once everything is destroyed, so you probably forgot a bot somewhere... They like to hide...

Check all the doors and upstairs, I'm sure you will find it...

Subject: Re: Renegade: Sole Survivor Solo Arena Question

Posted by [Dr. Lithius](#) on Sat, 23 Jul 2005 00:42:22 GMT

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See, that's the thing. I literally looked everywhere.(Well, everywhere I could actually get into. Obviously, I couldn't go past the boundaries of the map.) There was not a single green blip on my radar to be found in the least. Quite irritating.

Subject: Re: Renegade: Sole Survivor Solo Arena Question
Posted by [Halo38](#) on Sat, 23 Jul 2005 13:39:40 GMT
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I didn't even realise this was out!

Subject: Re: Renegade: Sole Survivor Solo Arena Question
Posted by [bigwig992](#) on Sun, 24 Jul 2005 03:44:42 GMT
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Whoa, I didn't know people still played it, or even liked it in the first place. I scripted all the rounds for Arena mode. There's 50 rounds. You said 42?

;Text Script for Arena Round 42

;Cinematic Script written by Bigwig

;----- Create Arena Skeleton/Camera-----

```
-0 Create_Object, 1, "sr_ar_skel", 0, 0, 0, 0,  
-460 destroy_object, 1  
-60 Enable_Letterbox, 1, 1  
-230 Enable_Letterbox, 0, 1  
-120 Control_Camera, 1  
-180 Control_Camera, -1
```

;-----Update Wave Counter-----

```
-10 Send_Custom, 100120, 64534, 0
```

;=====AI Parameters Cheat

Sheet=====

;-----Vehicle AI Script Parameters-----

```
; -261 Attach_Script, 0, "JFW_Guard_Duty", "[Helper Preset],[Helper  
Bone],[Range],[Dummy Object ID],[Unique Custom],[Waypath ID],[Attack Time],[Wait Time]"
```

;-----Script Templates-----

```
;All Tanks:
;-261 Attach_Script, 0, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"
```

```
;Buggy/Hummer:
;-261 Attach_Script, 0, "JFW_Guard_Duty",
"SR_Helper_Mutant_Buggy,Helper,50.00,100022,48684,100023,5.00,3.00"
```

```
;Bike:
;-261 Attach_Script, 0, "JFW_Guard_Duty",
"SR_Helper_Bike,MuzzleA0,50.00,100022,43634,100023,5.00,3.00"
```

```
;-----Valid Vehicles-----
```

```
;SR_AAI_Bike
;SR_AAI_Buggy
;SR_AAI_Htnk
;SR_AAI_Hummer -Not Working Properly
;SR_AAI_Ltnk
;SR_AAI_MRLS
;SR_AAI_Mtnk
;SR_AAI_Ssm
;SR_AAI_Stnk
```

```
;-----Valid Vehicle Waypaths-----
```

```
;100023
;100059
```

```
;-----Valid Infantry-----
```

```
;SR_AAI_ChemTrooper
;SR_AAI_Commando
;SR_AAI_Flamer
;SR_AAI_GBaz
;SR_AAI_GMG
;SR_AAI_Gren
```

```
=====
=====
=====
```

```
;-----Create Objects-----
```

```
-260 Create_real_Object, 2, "SR_AAI_Mtnk",1 , "Bay01"
-260 Create_real_Object, 3, "SR_AAI_Mtnk",1 , "Bay02"
```

-260 Create_real_Object, 4, "SR_AAI_Mtnk",1 , "Bay03"

-260 Create_real_Object, 5, "SR_AAI_Mtnk",1 , "Bay04"

;Bay 5 is the Player's Bay:

;-260 Create_real_Object, 6, "CnC_GDI_Mammoth_Tank",1 , "Bay05"

-260 Create_real_Object, 7, "SR_AAI_Stnk",1 , "Bay06"

-260 Create_real_Object, 8, "SR_AAI_Stnk",1 , "Bay07"

-260 Create_real_Object, 9, "SR_AAI_Stnk",1 , "Bay08"

-260 Create_real_Object, 10, "SR_AAI_Commando",1 , "Spawn01"

-260 Create_real_Object, 11, "SR_AAI_Commando",1 , "Spawn02"

;-----Attach Vehicle AI Logic Scripts-----

-261 Attach_Script, 2, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"

-261 Attach_Script, 3, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"

-261 Attach_Script, 4, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"

-261 Attach_Script, 5, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"

-261 Attach_Script, 7, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"

-261 Attach_Script, 8, "JFW_Guard_Duty",
"SR_Helper_Mutant_Tank,Helper,50.00,100022,43684,100023,5.00,3.00"

-261 Attach_Script, 9, "JFW_Guard_Duty",
"SR_Helper_Mutant_Buggy,Helper,50.00,100022,48784,100023,5.00,3.00"

;-----Attach Death Custom Scripts-----

; Each round will need to send different messages. The first digit(s) is the round number, the second and third are zeros, and the last is the consecutive number for that object (1-7)

-262 Attach_Script, 2, "JFW_Death_Send_Custom", "100114, 42001, 0"

-262 Attach_Script, 3, "JFW_Death_Send_Custom", "100114, 42002, 0"

-262 Attach_Script, 4, "JFW_Death_Send_Custom", "100114, 42003, 0"

-262 Attach_Script, 5, "JFW_Death_Send_Custom", "100114, 42004, 0"

-262 Attach_Script, 7, "JFW_Death_Send_Custom", "100114, 42005, 0"

-262 Attach_Script, 8, "JFW_Death_Send_Custom", "100114, 42006, 0"

-262 Attach_Script, 9, "JFW_Death_Send_Custom", "100114, 42007, 0"

;------Door Openers (Helps the Infantry out)-----;

-320 Create_real_Object, 12, "SR_Helper_Mutant_Tank",1 , "Bay01"

-320 Create_real_Object, 13, "SR_Helper_Mutant_Tank",1 , "Bay02"

-320 Create_real_Object, 14, "SR_Helper_Mutant_Tank",1 , "Bay03"

-320 Create_real_Object, 15, "SR_Helper_Mutant_Tank",1 , "Bay04"

-320 Create_real_Object, 16, "SR_Helper_Mutant_Tank",1 , "Bay05"

-320 Create_real_Object, 17, "SR_Helper_Mutant_Tank",1 , "Bay06"

-320 Create_real_Object, 18, "SR_Helper_Mutant_Tank",1 , "Bay07"

-320 Create_real_Object, 19, "SR_Helper_Mutant_Tank",1 , "Bay08"

-400 destroy_object, 12

-400 destroy_object, 13

-400 destroy_object, 14

-400 destroy_object, 15

-400 destroy_object, 16

-400 destroy_object, 17

-400 destroy_object, 18

-400 destroy_object, 19

That's round 42, don't seem to see any conflicts in the code. The round mess up could be from many things. If you park a vehicle where the bot is supposed to spawn, they will not appear and thus, the custom message will not be sent and the round will not advance. Sometimes if you let them idle too long (if they sit in their bays without moving) they will automatically die, and I don't think the script will send a custom that way either. Anyway, it'd be nice to schedule a co-op Arena map sometime. Sorry about the extremely long post.

Subject: Re: Renegade: Sole Survivor Solo Arena Question

Posted by [Dr. Lithius](#) on Sun, 24 Jul 2005 05:30:52 GMT

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That's probably what happened, then. The Mammoth Tanks were just too big. They gave the other tanks absolutely no space to spawn at all due to their combined height and width. The Medium Tank, however, gave just enough space for something to spawn, even though it ended up spawning on top of (and partly inside of) it. Heh. And yeah, I dunno if anyone else does, but I sure do like Renegade: Sole Survivor. It's a unique take on Renegade's multiplayer mode (much like the original Sole Survivor) that even goes as far as to replace units with a graphical representation of their original Tiberian Dawn incarnations. Or tries to, anyway. A lot of people didn't take to it, but I think the model artist did a damned good job.

Subject: Re: Renegade: Sole Survivor Solo Arena Question

Posted by [bigwig992](#) on Sun, 24 Jul 2005 10:43:06 GMT

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Personally, considering SomeRhino did 95% of the mod himself (besides the scripts, the map 'Ice', and the Arena scripts), he did EVERYTHING. He deserves the real credit for the mod.

Subject: Re: Renegade: Sole Survivor Solo Arena Question

Posted by [Halo38](#) on Sun, 24 Jul 2005 11:22:06 GMT

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Just got round to playing it. I really like the stylised vechiles congrats SomeRhino it's a real achievement to do all that pretty much yourself, quite inspiring really.

Subject: Re: Renegade: Sole Survivor Solo Arena Question

Posted by [Naamloos](#) on Sun, 24 Jul 2005 19:45:59 GMT

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Will there ever be a new version of the mod? Probably not but it will be fun playing that again, with beter models and such.
