
Subject: RenegadeRPG - Mod Idea

Posted by [Oblivion165](#) on Fri, 19 May 2006 04:33:31 GMT

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To be honest ive never really liked RPG's. Ive only played FF7 and Runescape. (Yeah yeah, runescape)

Recently there was a post about an RPG mod on here and the only answer was RolePlay/RolePlay 2.

What i purpose is an actual RPG game.

As you can see from the photoshop, a text printout of your stats on the top-left. You might be wondering, how would this even work or be used?

Well the idea would be to make a host script on a daves arrow or similar that manages players on this special server.

When you kill, lets say a chicken, the chicken on death will send the manager script a message saying player <WolName> Experiance + 2.

From there the manager script will send a stand-alone server or the one the game is hosted on this information. Where it writes it to a log. So every time you login to RenRPG it will load your stats for you off the server, hence an actual RPG feel and meethod.

Now, with each level you will gain stats (Obviously) and those stats will be added into your weapon's damage.

Also things such as agility are possible, becuae it will increase your players running speed slightly with each upped level.

Mages, and warriors. Mages can have a slightly increased jumping height, that can later be greater. Warriors will have weapons like cross-bows or other things that could work on the renegade engine.

Different towns with different themed terrain. Grassy fields, snowy mountain tops, and dense woods. With each brining their own quest's.

Items may have to be command line, such as:
/Item 25Health

Trades:
/Trade Ob165ion 25health 25Gold

But with an auto complete, it should be no biggie.

Also each town will have a save area, so that each time you login, you will start back at the town you left the game in.

Maybe even the location you left in, depending on how the script would work.

So, input what you think.

File Attachments

1) [Overhead.jpg](#), downloaded 529 times



2) [Stats.jpg](#), downloaded 526 times



Subject: Re: RenegadeRPG - Mod Idea
Posted by [GrayWolf](#) on Fri, 19 May 2006 04:45:55 GMT
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It's a pretty cool concept but that's a lot of work.
It might actually be better to get a game engine and just make a new game.... I'm currently in the process and let me just say... It's fucking hard and all that code....so monotonous. (no shit!)

If the idea gets put into action, yes I would play it.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [PlastoJoe](#) on Fri, 19 May 2006 05:25:35 GMT
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Would you be able to flip to first-person view? That would be nice.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [icedog90](#) on Fri, 19 May 2006 05:39:06 GMT
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SpyGuy246 wrote on Thu, 18 May 2006 22:25 Would you be able to flip to first-person view? That would be nice.

I don't think you can make it not have that ability without a lot of unnessecary work.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Oblivion165](#) on Fri, 19 May 2006 05:51:06 GMT
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SpyGuy246 wrote on Fri, 19 May 2006 01:25 Would you be able to flip to first-person view? That would be nice.

Yup, i see no reason why not.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [nopol10](#) on Fri, 19 May 2006 08:56:40 GMT
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Pretty nice idea. The thing is the whole map will be a few hundred mbs big, just look at Roleplay2.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Naamloos](#) on Fri, 19 May 2006 13:22:02 GMT
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I like this idea, a lot.

However, can it be done? Can servers hold such a large number of data? If so, I think there will be many options for us here.

I actually started my "C&C_Assault" co-op mini campaign with this kind of idea in mind, but ofcourse I had no way of completing it without server stuff.

Still, as I said, if the server data part can be done, I would really like to see a project like this take off.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Oblivion165](#) on Fri, 19 May 2006 14:15:12 GMT
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It can be done, and almost well.

Look at the entrance to the not yet named, "forest themed" area.

This will teleport you to the "forest themed" zone, and a new w3d. So if the game is updated, you will only be downloading a new w3d of that zone, not the whole map.

My brother made me an auto updater for patching pkg, mix etc etc for A New Hope, and i could easily make it work for this. Making sure you dont have to download a 100MB plus file each time.

Just the 5mb changed file etc etc

EDIT:

I was thinking along the lines of a TC, so i could change the art, armours, camera and everything else.

File Attachments

1) [Trees.jpg](#), downloaded 447 times



Subject: Re: RenegadeRPG - Mod Idea
Posted by [Naamloos](#) on Fri, 19 May 2006 16:20:23 GMT
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Different w3d? you mean, something still on the same map right?

What I did was having teleporters warp you a large distance away to a different "level". It worked ok that way as far as I know.

And yea, that way you can add new area's without having to change the whole terrain, though I would try to use that as few times as possible.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Oblivion165](#) on Fri, 19 May 2006 16:47:31 GMT
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It wouldnt be every ten feet or anything, just from theme to theme. Maybe some on caves or similar.

The idea is to break the map up to cut down on render lag and spread out the people a bit.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [icedog90](#) on Fri, 19 May 2006 17:36:48 GMT
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That's how games like Oblivion work. They don't load the whole map, they load one piece at a time. Games like Half-Life 2 do this too, but each level is a lot bigger, so the loading time is a lot longer.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Mad Ivan](#) on Fri, 19 May 2006 18:58:32 GMT
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i find this interesting.

However will this be SP or MP?I highly doubt MP will work, without having to lose all your stats each time you join a server

EDIT: Unless there is a way to associate the player's last location and stats to his nickname and save all the information on the server...

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Shadow2256](#) on Fri, 19 May 2006 20:17:23 GMT

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Oblivion already mentioned that your stats will load each time you join the server.

I think this is an excellent idea. The only thing about it is it would almost be like making another game. Lots and lots of work.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [SuperFlyingEngi](#) on Fri, 19 May 2006 20:25:25 GMT
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Can different players be on different .w3d maps at the same time on the same server, or would this be a one-person only thing?

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Oblivion165](#) on Sat, 20 May 2006 02:18:38 GMT
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Only people in the same server could be on the same "set" of maps.

It would be MP, MMO actually.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Oblivion165](#) on Sat, 20 May 2006 02:21:11 GMT
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Shadow2256 wrote on Fri, 19 May 2006 16:17Oblivion already mentioned that your stats will load each time you join the server.

I think this is an excellent idea. The only thing about it is it would almost be like making another game. Lots and lots of work.

It kinda would, but the main thing about MMO's are maps and you train to be able to get to certain places.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Titan1x77](#) on Sat, 20 May 2006 08:38:37 GMT
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not sure if you thought of this yet but, you could use the teleport if key is present script....effectilvy locking off areas for low level characters, trick would be to granting a key serverside each time

you join the server....prob not all that hard to do...infact youll most likely be using this to grant each character level it's weapons and health/armor when they join.

Looks interesting...good luck with your new project.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Oblivion165](#) on Sat, 20 May 2006 14:25:14 GMT
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Well for that i was going to use a

```
if level > 10 then
teleport
end if
```

Subject: Re: RenegadeRPG - Mod Idea
Posted by [nopol10](#) on Sun, 21 May 2006 01:59:05 GMT
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Lol and how are you going to program it in?

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Oblivion165](#) on Sun, 21 May 2006 02:06:19 GMT
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C++ can do if statements, it will just check your characters level before doing the teleport code.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Blazea58](#) on Sun, 21 May 2006 14:21:22 GMT
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I think this actually would make for a nice mod. I have always been an rpg fan, and to be able to have all these features within the renegade engine would make things work out just like those new mmorpgs minus having to pay monthly

The only thing that i would have to ask is if the characters itself will still be renegade ones/weapons etc. How will they work out, will you buy them at purchase terminals like normal, or will they be rewarded when you level up?

And with polygons, i don't think the ren engine has problems with that unless you plan on using

tons of high res textures.

Very interesting concept overall, i think it would work out great.

Subject: Re: RenegadeRPG - Mod Idea

Posted by [Oblivion165](#) on Sun, 21 May 2006 16:56:53 GMT

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The ideas i have for weapons are drops from animals and from quest. I do have a building made for weaponry, which i figured would sell mainly the things needed to use them. Mana and arrows etc etc.

For mage, i want to have Fire 1, Fire 2 and Fire 3. Damage increases in number of course, also appearance. However all third level mage attacks will follow their targets.

So on:

"1" key, Fire.

"2" key, Ice.

"3" key, Water.

"4" key, Poison.

"5" key, Heavy.

Of course this would make the mage weapon set EXTREMELY easy to make. I would make the hand out there in front with a twist up of the hand to make it look like its doing something.

Copy & Paste for the rest of the moves.

Warriors will have bows. and it be honest it wont be to spectacular from first person, but the will have the same things.

Fire arrows, Ice, water, poison and heavy equipment. Of course each team/race will be a little different otherwise it wouldnt make a difference weather you were either one.

I would like to make new character models, and likely will. My modeling skill have improved quite a bit and can most likely get us 3 different races. Texturing them however will most likely be asked on these forums later.

Each race will have 2 modified versions of the base character, to mix it up. Which you will select at the creation of the game.

Altered only in height, weight and tweaked texture.

I think i covered everything....All that is left is a script maker. JonWil is out of commission lately, so i cant even ask him if he is interested.

Ill post an outline of everyting the script needs and does on here soon enough.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Blazea58](#) on Mon, 22 May 2006 13:22:55 GMT
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Ok so you do seem to atleast have the vehicles/characters figured out however i would like to know what kind of world, or storyline would be behind it. Would there be all sorts of areas such as space, mountain, snow, desert, indoors even etc? Where will you start to begin with if thats planned yet. I play city of Villains, and at the start it situates everyone in a prison cell, in which it gives you the tutorial parts. (small missions so people get the hang of things)In this area no online players can attack eachother, but they can join teams and help do missions.

It would be nice if it could work just like that, so you have certain confined areas that have a specific purpose such as the PVP areas for people to battle eachother, or they could just help eachother gain exp by doing missions.

I am not quite sure how you would go about doing missions, like what kinds of tasks you would have to accomplish, would be nice to encorporate items you have to break apart to complete that given task, or defeat a certain enemy, or maybe even pick 100 apples out of a tree lol

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Oblivion165](#) on Mon, 22 May 2006 18:17:03 GMT
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There will be story, so far vague and un-filled in details. I do plan to have a place where you can attack others, basically everyone will be GDI, without really showing so. Then in the combat zone it will be free game. As for space, negative. For the terrain themes so far i have in mind, fields, snow and forest.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Oblivion165](#) on Mon, 22 May 2006 18:36:54 GMT
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Renegade RPG Script Outline

//

Start RenRPG Master Script

IN1: Server Address

IN2: <Encoded Login>

End RenRPG Master Script

//

Start RenRPG Monster Script

IN1: Experience Gained

IN2: Spawner Preset

IN3: Can Kill (Yes no)

IN4: Master Script ID

QuestTrigger1:

QuestTrigger2:

...

QuestTrigger5:

(Spawner Preset) The player that kills the animal should be the only one who can get the item, as well as terminating the item after 1.5 minutes.

(Can Kill) Enabled or Disable the ability to damage certain creatures. Quest creatures or cinematic etc etc.

(QuestTrigger) Value Enabled for objective.

End RenRPG Monster Script

//

Start RenRPG Quest Script

QuestOb1:

QuestOb2:

...

QuestOb3:

RewardList:

(QuestOb1:) Enabled or Disabled, QuestTrigger1 will turn this value to 1. Signifying that it has been completed.

(RewardList) A .txt that specifies what is given to the user.

Experience=

Levels=

Str=

Def=

Agility=

Magic=

Questpoints=

End RenRPG Quest Script

//

I think that is it, ill ponder on it and see if i missed something.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [PlastoJoe](#) on Mon, 22 May 2006 19:08:15 GMT
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I know you're going for a classic RPG, but I think it would be really interesting if you left it based in the C&C world with all (or most) of the models the same, or at least made it an option. It would be less work for you, I'm sure.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Naamloos](#) on Mon, 22 May 2006 21:26:18 GMT
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I don't think there is any way to create server "instances" for renegade? Because that would be cool to have for this.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Feetseek](#) on Tue, 23 May 2006 05:30:09 GMT
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But then how would magic incorporate into it . You can't have an good RPG without magic.

I love the idea though, Definately will play it if it is created.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Blazea58](#) on Tue, 23 May 2006 07:18:02 GMT
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Yea i personally think there should still be money in order to buy new items as well. You could setup store areas in their own world space, bots that stand there perhaps and triggers you press with E at that given character to buy the item they sell.

I am not really sure how flexible the scripting is for this kinda thing, but it would really be intresting to have these sorts of things to keep the players intrested in leveling up, and playing of course.

Seems like a good plan overall with the setup so far.

Subject: Re: RenegadeRPG - Mod Idea
Posted by [Feetseek](#) on Wed, 24 May 2006 00:37:45 GMT
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Would there be an inventory system??

Subject: Re: RenegadeRPG - Mod Idea
Posted by [PlastoJoe](#) on Wed, 24 May 2006 02:49:43 GMT
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It would probably work the same as the weapons you're holding...a slot for each type of item, and different items of a same type would go under each other.
