
Subject: C&C FarCry

Posted by [Dante](#) on Sun, 11 Jun 2006 20:57:18 GMT

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This pits each team against each other, with the objective being to destroy each other's bases. The beauty is that the team's respective bases are bound by typical C&C rules: blow up the mining facility, and it won't be able to make money. Destroy its vehicle factory, and it won't be able to produce vehicles. Do the same with base's power.

I think you get the idea.

Key Features:

You can easily create as many different character classes as you want, including the health, armor, weapons and ammo lists, Stamina chart, Movement table, and player model.

You can easily create as many vehicles you want.

You can specify which character class a player inherits when they spawn at any individual spawn point.

You can construct the PT menu for characters and vehicles from the SoldierFactory and VehicleFactory buildings.

You can place as many PT zones as you want anywhere. These act as encapsulated areas of space whose shape can be altered per PT zone. This means you can easily fit a PT zone anywhere you want on a map and make it look and feel appealing to that map.

You can place as many Gun Emplacements anywhere you want on the map that will obey building rules including powering down on base power loss and becoming inactive when the team's BaseDefense is destroyed. Freedom to enable/disable most of this logic is available per gun emplacement.

You can enable/disable anything including PT zones, spawners, and dynamic lights when a building is powered up, powered down, and/or destroyed.

You can place no or any amount of "MCT"s, called CriticalPoints, to any building. This means a building can have more than one MCT, no MCT, or more than one building can share the same MCT.

You can specify the Resource timer on the MineFacility per map.

More to Come!!!

Forum

WIKI

Subject: Re: C&C FarCry
Posted by [cmatt42](#) on Sun, 11 Jun 2006 21:28:49 GMT
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Neat. So, this is for FarCry? This could be another reason for me to get the game.

Subject: Re: C&C FarCry
Posted by [Alexraptor](#) on Sun, 11 Jun 2006 21:55:08 GMT
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i strongly recommend you get it, originally i got it for X-Isle mod(dinosaurs) but i found myself loving the stock game

So how far is this mod gone?

Subject: Re: C&C FarCry
Posted by [Dante](#) on Sun, 11 Jun 2006 23:55:04 GMT
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70%

Subject: Re: C&C FarCry
Posted by [Kamuix](#) on Mon, 12 Jun 2006 00:00:44 GMT
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C00l. I wish I was not broke so that I could go buy the game.

Subject: Re: C&C FarCry
Posted by [JeepRubi](#) on Mon, 12 Jun 2006 01:31:29 GMT
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Its only \$15 cad in wal-mart.

Btw, looks sweet.

Subject: Re: C&C FarCry
Posted by [Aprime](#) on Mon, 12 Jun 2006 02:36:21 GMT
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Raise your hand if you believe he'll finish this one.

Subject: Re: C&C FarCry
Posted by [Dante](#) on Mon, 12 Jun 2006 03:01:45 GMT
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while i kinda smirked when you said this, i do know where you are coming from.

since we are moving d6 to cryengine 2 for reasons i don't want to disclose right now, i wanted to release a mod to the community since it has been quite a while since i have released something.

only things we have left on this one is one vehicle model, GUI screens to create, our class balancing passes, playtesting, and our 6 release maps (1 is already being fleshed out now).

I wanted to re-iterate as well before i go off and play oblivion for a few, all of the features that are above are already done and working in game.

Subject: Re: C&C FarCry
Posted by [Viking](#) on Mon, 12 Jun 2006 03:10:51 GMT
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Dante!!!

Havent seen you in 4ever!

You should halp Canadacdn and Blazer52 with Role Play 2 that map ownz!!!

Subject: Re: C&C FarCry
Posted by [xptek](#) on Mon, 12 Jun 2006 04:57:56 GMT
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Neat.

Any chance of some ingame screenshots?

Subject: Re: C&C FarCry
Posted by [Aprime](#) on Mon, 12 Jun 2006 05:22:49 GMT
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Dante wrote on Sun, 11 June 2006 23:01 while i kinda smirked when you said this, i do know where you are coming from.

since we are moving d6 to cryengine 2 for reasons i don't want to disclose right now, i wanted to release a mod to the community since it has been quite a while since i have released something.

only things we have left on this one is one vehicle model, GUI screens to create, our class balancing passes, playtesting, and our 6 release maps (1 is already being fleshed out now).

I wanted to re-iterate as well before i go off and play oblivion for a few, all of the features that are above are already done and working in game.

I'm not commenting until I see an image or am able to play it.

I just completely lost faith in this thing after you switched for the second time.

Subject: Re: C&C FarCry
Posted by [JohnDoe](#) on Mon, 12 Jun 2006 11:56:23 GMT
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Sounds nice, but I can't believe that it's 70% finished without seeing any ingame screenshots.

Subject: Re: C&C FarCry
Posted by [Sensitive](#) on Mon, 12 Jun 2006 13:05:22 GMT
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w000! when will it be relesed?

Subject: Re: C&C FarCry
Posted by [IronWarrior](#) on Mon, 12 Jun 2006 13:25:26 GMT
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I hope you redo the buildings and units to give them a CandC feel.

Subject: Re: C&C FarCry
Posted by [Demolition man](#) on Mon, 12 Jun 2006 13:53:16 GMT
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xptek wrote on Mon, 12 June 2006 04:57Neat.

Any chance of some ingame screenshots?
<http://mods.moddb.com/7302/cc-farcry/image-gallery/>
there are 4 pics...

Subject: Re: C&C FarCry
Posted by [JohnDoe](#) on Mon, 12 Jun 2006 15:18:44 GMT
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Do you know what ingame means?

Subject: Re: C&C FarCry
Posted by [spartan 117-001](#) on Mon, 12 Jun 2006 16:14:58 GMT
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UH HUH and u kamuix are not a very respectable and smart player WHY did you take mt server anyways AHEM i really dont like you in fact i wish you were killed! for being so stupid. i challenge you to a duel at midnight.

Subject: Re: C&C FarCry
Posted by [xptek](#) on Mon, 12 Jun 2006 17:12:38 GMT
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Demolition man wrote on Mon, 12 June 2006 09:53
<http://mods.moddb.com/7302/cc-farcry/image-gallery/>
there are 4 pics...

I was looking for some "in action" shots to see how everything scales/renders/etc.

Quote:i challenge you to a duel at midnight.

What.

Subject: Re: C&C FarCry
Posted by [Dante](#) on Mon, 12 Jun 2006 20:38:48 GMT
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we will be having an ingame playtest this weekend most likely, i will be sure to snap some shots to put up.

those screenshots that are up there are just for reference for future map makers to see how easy

the entity setup system is for the buildings and controllers, essentially being able to make any object on the map a building with C&C rules.

And as for the 70%, we are basing it off of FarCry's assets for now so that we can get a speedy release and people can start playing it. We are choosing some base models that have a good feel for "C&Cish" buildings, such as the hangar for a vehicle factory, an actual barracks from ingame for the infantry factory, we are currently scouting the files (or user submissions) for a good mining facility and power plant that fits with the FarCry look and feel.

85% of this mod is coding and GUI, 5% maps, 5% models, and 5% balancing.

Subject: Re: C&C FarCry
Posted by [Spice](#) on Tue, 13 Jun 2006 08:59:50 GMT
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This is awesome.

Subject: Re: C&C FarCry
Posted by [Ma1kel](#) on Tue, 13 Jun 2006 13:07:34 GMT
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A question about Farcry itself, can a server share maps in-game ro other players?

Subject: Re: C&C FarCry
Posted by [IronWarrior](#) on Tue, 13 Jun 2006 16:49:29 GMT
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I been told by someone who has farcry and has been playing it to see whats its about, and they said, its pretty dead, few servers, so is it worth all the effort in the mod?

Subject: Re: C&C FarCry
Posted by [Spice](#) on Tue, 13 Jun 2006 18:48:26 GMT
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This is more or less like a preview demo for C4 Commando which is moving to the Cry Engine 2, an updated version of the Farcry engine. I think at least..

Subject: Re: C&C FarCry

Posted by [OWA](#) on Tue, 13 Jun 2006 19:52:38 GMT

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This is looking great. Good job dante

Subject: Re: C&C FarCry

Posted by [DreamWraith](#) on Wed, 14 Jun 2006 03:26:47 GMT

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I will be posting some screenshots when i finalize the current maps vegetation and environmental settings. Its not quite in a "presentable" state yet, although its functional. You can expect pictures sometime in the next week from the date of this post.

Subject: Re: C&C FarCry

Posted by [Doitle](#) on Thu, 15 Jun 2006 20:13:17 GMT

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Scrubs \m/

Subject: Re: C&C FarCry

Posted by [Dante](#) on Mon, 19 Jun 2006 04:58:21 GMT

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playtest didn't go off this week due to time constraints (software release and finals). Playtest will take place next weekend though.

Although we do finally have some in-game shots available very shortly.

Subject: Re: C&C FarCry

Posted by [DreamWraith](#) on Tue, 20 Jun 2006 21:00:05 GMT

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http://www.renevo.com/cncfc/mapshots/valley_night/valley_nig ht-01.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_nig ht-02.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_nig ht-03.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_nig ht-04.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_nig ht-05.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_nig ht-06.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_nig ht-07.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_nig ht-08.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_nig ht-09.jpg

http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-10.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-11.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-12.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-13.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-14.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-15.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-16.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-17.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-18.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-19.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-20.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-21.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-22.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-23.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-24.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-25.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/valley_night-26.jpg

Subject: Re: C&C FarCry
Posted by [Aircraftkiller](#) on Tue, 20 Jun 2006 21:31:34 GMT
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Did you intentionally make it dark and hard to see so that it would cover up your lack of progress on yet another failed project? Because if it wasn't intentional, kudos, you did a perfect job of making it look like you've done nothing at all.

Subject: Re: C&C FarCry
Posted by [JohnDoe](#) on Tue, 20 Jun 2006 21:45:12 GMT
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That's pretty much how it looks...but I think someone said that most of what they did to this point is coding and screenshots can't really judge that. I just hope that the whole modeling, texturing, level design, etc is as easy as they said it was...

Subject: Re: C&C FarCry
Posted by [bigjoe14](#) on Tue, 20 Jun 2006 22:14:21 GMT
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It doesn't really matter how far into development they are. If they want to show some screenshots they should allow people to actually see them clearly, and not make them almost completely pitch black. That's 26 screenshots listed there, and they're so dark you can't make out a single thing in any of them.

Subject: Re: C&C FarCry

Posted by [DreamWraith](#) on Tue, 20 Jun 2006 22:23:45 GMT

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wow, nice to see you still know how to be a total dickwad, and pull insults out of your ass. However, I am not going to take your bait.

If you have never heard of night time levels, that is such a shame. I am sure people who end up playing it will find it quite exciting having to manage their flashlight battery and heatvision battery time when in the middle of the jungle.

A map being in nighttime, does not denote lack of progress. I could show "daytime" shots of the map. But that would be showing something that wasn't a final product.

That is how the map will look in the end for the most part. I did not think it necessary to "brighten it up". There will be dynamic lights in the bases, and a few other key locations on the map, as fits with the premise. I did not feel it would be proper to rush and throw said dynamic lights around the map, without taking the time to place them properly. That would not be representative of the final product.

Apparently, people do not understand the concept of a night time map, and so, i will post some daytime shots of the night time map momentarily.

Subject: Re: C&C FarCry

Posted by [warranto](#) on Tue, 20 Jun 2006 22:27:33 GMT

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Unfortunately, showing "night time" shots don't amount to much when you can't make anything out.

Oh, my mistake... you can see the clouds, moon and... oh yes, your health bar. Good job on the health bar, though.

Subject: Re: C&C FarCry

Posted by [DreamWraith](#) on Tue, 20 Jun 2006 22:36:16 GMT

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Nice try at another snyde remark. Of course, I am sure you already know that the health bar is the one included in far cry.

Maybe it slipped your mind, or Dante didn't make it clear. This is not a total conversion mod for farcry. It is an addition of a game mode reminiscent of CnC to farcry.

I dont recall anyone ever promising that we would release perfectly visible screenshots, or that we would release screens of a daytime map. The first map i began work on, aside from a vehicle

testing arena, was this night map. Naturally, that was the shots i posted.

Perhaps if you turned your lights off you would see a bit more. There are at least three screenshots where buildings can be clearly made out. combined with 2 to 3 where you can see distant landscape.

In any case, I am not going to waste time pointing things out. You want to see a nighttime map in daytime, fine. It shall be done.

Subject: Re: C&C FarCry

Posted by [DreamWraith](#) on Tue, 20 Jun 2006 23:16:09 GMT

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Here are some "daytime" shots.

I disabled the fog effect for fear of being accused of trying to hide "lack of progress" with natural fog effects. The sun is not tweaked, or made to look good, so dont expect proper shaddows or coloration on the terrain texture. I wasnt going to spend 3 hours recreating the nighttime texture to fit in a daytime environment. Because of this you might notice misplaced shadows.

Also note the buildings are just placeholders. As noted before, the goal is to use as much existing farcry content as possible, with minimal created and added content. As such, the buildings will be from within farcry assets. However, since buildings in farcry had their interiors all built with brushes, it takes time to recreate the interiors. That is why we are using placeholder buildings.

Also please note that due to view distance settings, and the fog being turned off, some distant vegetation will look out of place. Again, this is a side effect of turning off the fog, and increasing the view distance, to save from being accused of using the aforementioned settings to "hide lack of progress".

These shots are taken from within the map editor. So do not be shocked because of the app window, or the lack of a HUD.

[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-01.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-01.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-02.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-02.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-03.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-03.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-04.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-04.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-05.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-05.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-06.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-06.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-07.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-07.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-08.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-08.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-09.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-09.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-10.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-10.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-11.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-11.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-12.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-12.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-13.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-13.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-14.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-14.jpg)

[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-15.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-15.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-16.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-16.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-17.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-17.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-18.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-18.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-19.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-19.jpg)
[http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night\(dayshots\)-20.jpg](http://www.renevo.com/cncfc/mapshots/valley_night/day/valley_night(dayshots)-20.jpg)

Subject: Re: C&C FarCry
Posted by [JohnDoe](#) on Tue, 20 Jun 2006 23:18:09 GMT
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So will this mod be more like Renegade or more like Far Cry? I always thought it was supposed to be like Renegade, just without the bugs, better gfx.

Subject: Re: C&C FarCry
Posted by [DreamWraith](#) on Tue, 20 Jun 2006 23:26:09 GMT
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This is not the same as Dead 6
Dead 6 is still under development, but now slated for CryEngine 2.

This mod, C&C FarCry, is, in it's most basic sense, the addition of CnC mode gameplay, as made popular in Renegade, to the game farcry. The game mode, not the entire game of Renegade.

The game mode mechanics, code side, are nearly complete. At this point, most of what remains is adding the required HUD elements, cementing down which farcry assets to use for what buildings, and working out what we actually need to create from scratch model wise, which should consist of just one or two weapons, and one or two vehicles.

Subject: Re: C&C FarCry
Posted by [JohnDoe](#) on Tue, 20 Jun 2006 23:49:16 GMT
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Hmm OK...I guess I'll have to wait for Dead6 then.

Subject: Re: C&C FarCry
Posted by [Dante](#) on Tue, 20 Jun 2006 23:50:40 GMT
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Thanks everyone for your comments.

As far as the negative comments go, sorry you feel that way, but the map is quite fun so far aside

from some vegetation issues.

This isn't C&C City where the night is lit up brighter than the day, this is night in the middle of a jungle. I will be helping dw with the light pass putting them in intelligent places that will help light up certain areas of the map that "need" to be lit up, but others will remain quite dark making you use either your nightvision, headlights, or flashlights.

Subject: Re: C&C FarCry
Posted by [Aircraftkiller](#) on Wed, 21 Jun 2006 00:11:30 GMT
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excuses, excuses, etc... The graphics in that level look pretty poor in my opinion. What is it that we're supposed to be seeing here? I don't see any action shots or anything that shows us that this works like C&C mode.

Subject: Re: C&C FarCry
Posted by [Dante](#) on Wed, 21 Jun 2006 00:33:39 GMT
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Aircraftkiller wrote on Tue, 20 June 2006 17:11excuses, excuses, etc... The graphics in that level look pretty poor in my opinion. What is it that we're supposed to be seeing here? I don't see any action shots or anything that shows us that this works like C&C mode.

sorry, we don't post 3d renders to show off levels, we prefer to show them in game.

Subject: Re: C&C FarCry
Posted by [Doitle](#) on Wed, 21 Jun 2006 00:38:49 GMT
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Subject: Re: C&C FarCry
Posted by [Aircraftkiller](#) on Wed, 21 Jun 2006 00:49:46 GMT
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So you show them in-game and they don't even make sense... why even bother showing them?

Subject: Re: C&C FarCry
Posted by [icedog90](#) on Wed, 21 Jun 2006 01:48:35 GMT
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I'd rather see them instead of 3D renders. who else agrees?

Subject: Re: C&C FarCry
Posted by [Lijitsu](#) on Wed, 21 Jun 2006 02:03:39 GMT
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icedog90 wrote on Tue, 20 June 2006 21:48 I'd rather see them instead of 3D renders. who else agrees?

I do. Making something look great in 3D Studio Max is good and all, but if you can make it look exactly the same ingame, you're doing something right.

Subject: Re: C&C FarCry
Posted by [Aircraftkiller](#) on Wed, 21 Jun 2006 02:43:23 GMT
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Quote:we will be having an ingame playtest this weekend most likely, i will be sure to snap some shots to put up.

Nice bait and switch. We go from expecting in-game testing to seeing crappy editor shots, and the rest of you just swallow it up.

Subject: Re: C&C FarCry
Posted by [DreamWraith](#) on Wed, 21 Jun 2006 03:00:48 GMT
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Correct me if I am wrong, but those first shots, at night, were in game shots.

Secondly, why should i have bothered to go through the process of compiling the map for full in game JUST for your precious "daytime" shots?

It appears you are just trying to throw your weight around and get everyone all annoyed and aggravated.

Yes, he said there would be shots from an in-game play test.

The play test did not go off as planned, AS HE ALREADY posted previously (which apparently you missed).

Because we told people there would be shots, we chose to show some in game shots from the map. Just because those shots were not taken during an in game test does not make them any less in game.

And, even if they had been taken during an in game test, it isn't like there would be much different from what is already seen in them, perhaps aside from the odd person running around or bombs being set off, or vehicles being driven, as the HUD items for building health and such are not completed, and currently only show in a console readout.

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In any case Aircraftkiller, I hardly think YOU are the target audience for this mod, and quite frankly, I think i speak for the entire team when I say most heartily, we could probably give two shits and a fuck what you have to say about how we conduct our work.

Subject: Re: C&C FarCry
Posted by [icedog90](#) on Wed, 21 Jun 2006 03:35:50 GMT
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in case you were referring to what I said in your first sentence, I was referring to those screenshots as in-game shots.

and you know exactly what Aircraftkiller is going to say in response to your last sentence.

Subject: Re: C&C FarCry
Posted by [DreamWraith](#) on Wed, 21 Jun 2006 03:42:34 GMT
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I wasn't referring to you. And as my last sentence says, I couldn't care less how he responds

Subject: Re: C&C FarCry
Posted by [Dante](#) on Wed, 21 Jun 2006 05:10:21 GMT
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Great news, pending the update i am downloading now, i should get some building highlighting screenshots up in about 20 or so minutes.

(yes, these are in-game, and not 3d rendered, so they might not be super super cgi rendered pretty).

Subject: Re: C&C FarCry
Posted by [Dante](#) on Wed, 21 Jun 2006 06:01:51 GMT
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dbl post ftw...

new shots added up with a bit brighter interface, as well as showing the building health indicator (to be changed)

http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0000.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0001.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0002.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0003.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0004.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0005.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0006.jpg
http://www.renevo.com/cncfc/mapshots/valley_night/dante/FarCry0007.jpg

Subject: Re: C&C FarCry
Posted by [warranto](#) on Wed, 21 Jun 2006 14:37:17 GMT
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DreamWraith wrote on Tue, 20 June 2006 16:36Nice try at another snide remark. Of course, I am sure you already know that the health bar is the one included in far cry.

It wasn't intended as a snide remark. There was no intent for it to be derogatory in any way, let alone done in a malicious and superior way.

I was simply pointing out that those were the only two things that you could see in the screen shots, and I can only remark on what can be seen.

Subject: Re: C&C FarCry
Posted by [Demolition man](#) on Wed, 21 Jun 2006 17:30:59 GMT
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if its C&C mode with far cry assets its kinda useless to show pictures to show most of those pictures because we only see far cry pictures not more...

Subject: Re: C&C FarCry
Posted by [DreamWraith](#) on Wed, 21 Jun 2006 18:34:16 GMT
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In that case i retract my response.

Demolition man wrote on Wed, 21 June 2006 12:30if its C&C mode with far cry assets its kinda useless to show pictures to show most of those pictures because we only see far cry pictures not more...

We are still making some of our own maps. There will also be many GUI elements as well.

If you don't want screenshots, thats fine. I am sure there are others who do.

Subject: Re: C&C FarCry
Posted by [Ma1kel](#) on Wed, 21 Jun 2006 18:43:26 GMT
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I would like to see more screenshots. The screenshots that Dante posted are a bit dark.

Subject: Re: C&C FarCry
Posted by [Dante](#) on Wed, 21 Jun 2006 19:12:52 GMT
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Ma1kel wrote on Wed, 21 June 2006 11:43 I would like to see more screenshots. The screenshots that Dante posted are a bit dark.

gah, need to remember im on LCD monitors which are brighter then most CRT's... i will brighten them up a bit later.

/me can't wait till we start some of our daytime maps lol...

Subject: Re: C&C FarCry
Posted by [OWA](#) on Wed, 21 Jun 2006 21:19:13 GMT
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I'm liking the recent batch of screenies. I prefer them to the ones that came before it.

Subject: Re: C&C FarCry
Posted by [Aircraftkiller](#) on Fri, 23 Jun 2006 01:39:20 GMT
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DreamWraith wrote on Tue, 20 June 2006 23:00 Correct me if I am wrong, but those first shots, at night, were in game shots.

Secondly, why should i have bothered to go through the process of compiling the map for full in game JUST for your precious "daytime" shots?

It appears you are just trying to throw your weight around and get everyone all annoyed and aggravated.

Yes, he said there would be shots from an in-game play test.

The play test did not go off as planned, AS HE ALREADY posted previously (which apparently you missed).

Because we told people there would be shots, we chose to show some in game shots from the map. Just because those shots were not taken during an in game test does not make them any less in game.

And, even if they had been taken during an in game test, it isn't like there would be much different from what is already seen in them, perhaps aside from the odd person running around or bombs being set off, or vehicles being driven, as the HUD items for building health and such are not completed, and currently only show in a console readout.

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TOO LONG DIDN'T READ

Subject: Re: C&C FarCry
Posted by [DreamWraith](#) on Fri, 23 Jun 2006 04:48:49 GMT
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Aircraftkiller wrote on Thu, 22 June 2006 20:39
TOO LONG DIDN'T READ

Good, I'm glad.

Subject: Re: C&C FarCry
Posted by [Aircraftkiller](#) on Fri, 23 Jun 2006 20:16:08 GMT
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K

Subject: Re: C&C FarCry
Posted by [DreamWraith](#) on Sat, 24 Jun 2006 04:22:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 23 June 2006 15:16K

The next letter is L.

Subject: Re: C&C FarCry
Posted by [Aprime](#) on Sat, 24 Jun 2006 05:47:34 GMT
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rectum

Subject: Re: C&C FarCry
Posted by [Dante](#) on Sat, 24 Jun 2006 06:44:20 GMT
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Comrade wrote on Fri, 23 June 2006 22:47rectum

hell, damn near killed em
