
Subject: C&C FarCry Update - Playtest went though
Posted by [Dante](#) on Mon, 26 Jun 2006 07:34:08 GMT
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So we spent a good 3 hours today going through playtesting the current build.

We have quite a bit of data collected and have already started working on the initial bug list and feature modifications.

I will post up some screenies tomorrow.

~Dante

Sneak peak attached, purchase terminal in game and working (WIP Design)

File Attachments

1) [pt.jpg](#), downloaded 1657 times



Purchase Terminal - Alpha

No time
Credits



Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Spice](#) on Tue, 27 Jun 2006 01:21:13 GMT

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I love it. Exacellent work! If you need anything, feel free to message me on MSN.

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Kamuix](#) on Tue, 27 Jun 2006 01:29:39 GMT

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EXdeath wrote on Mon, 26 June 2006 21:21 I love it. Excellent work! If you need anything, feel free to message me on MSN.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [Jaspah](#) on Tue, 27 Jun 2006 01:54:34 GMT
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Is the Forklift a harvester?

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [DreamWraith](#) on Tue, 27 Jun 2006 02:44:57 GMT
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No. I put that in prior to playtest as a gag

Same as i did for the critical damage point for the mining facility. it was a toilet. I am sure dante has a screenshot of that one.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [Dante](#) on Tue, 27 Jun 2006 11:11:17 GMT
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Web Site

Yeah, i just used the same css for the main site, but both are gonna get an overhaul anyway.

Posted up about 20 some screenies of our Play Test from sunday (You can find them here)

Should get more information up on the site, its late, and im tired.

Have a good one, and enjoy the imagery.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [Jaspah](#) on Tue, 27 Jun 2006 16:45:15 GMT
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Looks like it's coming along nicely. Still looking for people to help playtest? I need a good reason to play FarCry again.

Quote: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.

What would be the point of adding a MCT anyway then? Looks like you're just fucking yourself over if you place one.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [Dan](#) on Tue, 27 Jun 2006 17:50:09 GMT
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To keep the same style of gameplay that Renegade has. Depending on the map maker, you can still have one MCT for a building, same as Renegade. But having multiple MCT's allows for different styles of gameplay for maps.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [Doitle](#) on Tue, 27 Jun 2006 20:08:46 GMT
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Interesting to see screenshots. I've never seen a screenshot of Far Cry before so this is all new to me.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [icedog90](#) on Tue, 27 Jun 2006 20:32:16 GMT
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Looks awesome, but I don't have FarCry...

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [danpaul88](#) on Tue, 27 Jun 2006 22:53:19 GMT
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icedog90 wrote on Tue, 27 June 2006 21:32Looks awesome, but I don't have FarCry...

same

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [Homey](#) on Tue, 27 Jun 2006 23:05:40 GMT
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If this turns out to be a success i'll go buy farcry, not like it's too expensive or anything.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [DreamWraith](#) on Tue, 27 Jun 2006 23:36:36 GMT
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15 bucks in the bargain bin here.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [M1Garand8](#) on Tue, 27 Jun 2006 23:50:35 GMT
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Kamuix wrote on Tue, 27 June 2006 09:29EXdeath wrote on Mon, 26 June 2006 21:21I love it.
Exacellent work! If you need anything, feel free to message me on MSN.

I mean, it's real damn well done.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [DreamWraith](#) on Wed, 28 Jun 2006 01:09:14 GMT
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I am nearing completion on brush assembly and VIS and Portal Areas for the interior of what will be our power plant facility. After i complete the brushed interior, and finish adding decorations to give it atmosphere i will post some screenshots.

Expect that within the next few days.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [terminator 101](#) on Wed, 28 Jun 2006 03:49:47 GMT
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I have FarCry, but my computer can barely run singleplayer on the lowest details, so I am guessing that it will be even worse in multiplayer.

Well, actually, maybe not. On my old computer I had Aliens VS Predator 2 and singeplayer lagged badly, but multiplayer did not lag at all, so I hope that will be the case with this mod if I ever try it.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [icedog90](#) on Wed, 28 Jun 2006 04:58:26 GMT

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DreamWraith wrote on Tue, 27 June 2006 16:36:15 bucks in the bargain bin here.

I can't even afford HL2: Ep1

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Dante](#) on Wed, 28 Jun 2006 07:25:01 GMT

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just a note, once we finish 2 maps (i know, not a lot) i plan on releasing the beta publicly to start tracking bugs down.

from there we will release the other 3 plan maps, guides on how to setup maps, as well as fix any issues we have from there on out.

i am looking at wanting to release something in the august time frame, but don't quote me.

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [danpaul88](#) on Wed, 28 Jun 2006 09:31:01 GMT

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I can't even afford a can of coke at the moment, nvm a game

but if this gets released I will see if I can scrounge together enough money to buy it...

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [JohnDoe](#) on Wed, 28 Jun 2006 13:28:02 GMT

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How's farcry's performance? I've got a Athlon XP 2400, 768 266mhz ram and a 6800...will the game run smooth?

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Jokah](#) on Wed, 28 Jun 2006 15:39:35 GMT

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Looks good, and I would love to test it.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [DreamWraith](#) on Wed, 28 Jun 2006 15:58:57 GMT
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JohnDoe,

You wouldn't be able to run FarCry at MAX settings, but you would certainly be able to run on high settings.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [DreamWraith](#) on Wed, 28 Jun 2006 19:38:45 GMT
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Note: The props and decorations are still incomplete. I have yet to add misc items to make the place look used.

Also note that the last shot in the list is the actual generators inside the power plant (bad shot, i know). These also serve as the critical damage point.

It is more of an industrial/office building equipped with generators than a full fledged nuclear reactor. But that fits within the farcry world.

Without further ado:

<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-0 1.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-0 2.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-0 3.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-0 4.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-0 5.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-0 6.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-0 7.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-0 8.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-0 9.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-1 0.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-1 1.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-1 2.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-1 3.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-1 4.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-1 5.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-1 6.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-1 7.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-1 8.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-1 9.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-2 0.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-2 1.jpg>
<http://www.renevo.com/cncfc/mapshots/powerplant/PowerPlant-2 2.jpg>

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Dante](#) on Wed, 28 Jun 2006 22:30:28 GMT

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Just got another level designer, he is starting preliminary work on a day map. will get screens posted when it becomes interestign to look at.

-Tim- is his name btw...

Also, i run a 9800XT with 2g Ram, and a P4 3.2 with FarCry on max settings.

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Dante](#) on Tue, 11 Jul 2006 23:11:12 GMT

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Good updates going this week.

We are currently working on our new map as well as tweaking some of the network code to fully support the class/purchase system.

All is going quite well

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Jaspah](#) on Wed, 12 Jul 2006 03:43:01 GMT

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Jesus, that Power Plant is huge. It looks fucking awesome.

Nice work.

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [icedog90](#) on Wed, 12 Jul 2006 23:15:09 GMT

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maybe I can buy FarCry soon now. I finally got a job.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [vloktboky](#) on Thu, 13 Jul 2006 04:43:33 GMT
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I'd just like to take this moment to thank all the warm responses and positive feedback you lot have shown us in this topic! It's very refreshing for us slaves.

In all seriousness, I feel it is comforting to bring up the fact that most of the team behind this project have enjoyed C&C Renegade and the resourcefulness of the CNC gamerules for quite some time. We know what worked, we know what could stand some improvement, and we know what additions to make as we move closer towards what I call "CNCV2."

This is a C&C community-driven project; I'd love to see a constant flow of feedback and opinions being direct at our designated forum section located at <http://renevo.com/?showforum=85>. Be sure to keep checking in our our Wiki section (<http://staff.dead6.net/wiki/index.php?n=Cncfc.Codedoc>) where we keep an up-to-date listing of all the features and content that make up the core of C&C FarCry and, upon release, an in-depth review of all the source files (entirely encased in Lua script files meaning you only need Notepad to alter the code) for your modding delight.

It's going to be fun.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [jnz](#) on Sat, 15 Jul 2006 01:01:06 GMT
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good one. aircraftkiller, these people have worked hard on creating this mod. when you can create one better with no bugs and with perfect detail. criticize but until then shut ur gob.

good mod guys. cant wait till august.

btw: did you create the models in gmax?

Dan

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [DreamWraith](#) on Sat, 15 Jul 2006 04:05:33 GMT
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I will repost what i stated perviously so you do not have to look for it help-linux:

We are trying to use as much in-game content from farcry as possible.

We are creating a couple of vehicles, and possibly weapons to supplement farcry's existing model library, however, those are still in progress.

Our goal is to add CnC style gameplay to an existing game, not create a total conversion.

Thanks for your enthusiasm!

EDIT: for anyone interested, farcry is now available for 9.99:

<http://www.direct2drive.com/82/product/Buy-Far-Cry-Download>

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Dante](#) on Tue, 01 Aug 2006 05:20:51 GMT

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We are still cooking, we just finished up the majority for the scripting with much thanks to vlotboky for the nice work.

We are still trying to put together the buildings, the power plant has been finished, and the mining facility is under work while i spend some time tweaking out the GUI and -Tim- works on Valley Day.

Also, lest not forget Dan is recovering from a recent surgery, and should be getting the additional vehicle UVW wrapped so that we can get it textured and rigged for game use.

While i am tweaking around with the GUI, i will probably post some screenshots in our media section, so keep an eye out!

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [MexPirate](#) on Wed, 02 Aug 2006 10:15:17 GMT

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This mod looks awesome, I would be interested in participating in any public tests, so keep us up to date and I will get a copy before the public playtest goes through.

Copies are available for next to nothing on Ebay atm.

Scrubs ftw.

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [DreamWraith](#) on Tue, 08 Aug 2006 12:24:58 GMT

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We are nearing our first major internal alpha test milestone. We hope to hold extensive testing near the end of August, or perhaps in early September.

As such, we are currently looking to build a small internal testing team. The number will be from 10-20 people. In order to be a tester, you need to have attention to detail. And of course, you need to own a valid copy of FarCry.

If you don't have FarCry, but would like a chance to be a tester, FarCry is now available for only 9.99 from direct2drive.com.

If you are interested in joining our testing team, please email castus AT gmail DOT com with your contact information, and anything else you might feel usefull.

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [jnz](#) on Wed, 09 Aug 2006 04:16:47 GMT

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why do you need far cry for this?

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [DreamWraith](#) on Wed, 09 Aug 2006 04:42:01 GMT

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Because it is a mod for farcry?

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [Spice](#) on Wed, 09 Aug 2006 16:57:56 GMT

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help-linux wrote on Wed, 09 August 2006 00:42why do you need far cry for this?

I don't understand, you have blown my mind!

Really though, That's laugh out loud worthy.

Subject: Re: C&C FarCry Update - Playtest went though

Posted by [DreamWraith](#) on Fri, 11 Aug 2006 01:54:15 GMT

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Below are some screenshots of the (hopefully) final Large Sized Power Plant.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [icedog90](#) on Fri, 11 Aug 2006 01:58:55 GMT
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That looks great, but I'm curious as to why there are boxes on top of the first roof.

Subject: Re: C&C FarCry Update - Playtest went though
Posted by [DreamWraith](#) on Fri, 11 Aug 2006 02:05:14 GMT
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I put those there earlier, before I had placed the ladders you see on the other side. Apparently I forgot to remove them. Thanks for pointing those out.

~dw
