
Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Thu, 16 Jan 2003 13:08:00 GMT

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I was thinking it could be neat to have a tiberium zone that starts out large, and gradually gets smaller (to simulate the tiberium being harvested and used up). This could add new tactics to the game as your harvester has to go farther and farther away from base.EDIT: just changed the subject to draw JWilsons attention [January 18, 2003, 15:01: Message edited by: Blazer]

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Thu, 16 Jan 2003 13:42:00 GMT

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you'd have to have a scrip that changed the waypoints every time

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Thu, 16 Jan 2003 13:54:00 GMT

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Hmmm true if you want the harvester to go farther and farther. Then again im not sure how the harvester reacts to the tiberium zone. When I have made a map, the harvester waypoint just has to end *inside* the tiberium zone...I'm not sure if you had a huge zone, and had the waypoint end in the very middle of it, if the harvester would go all the way to the end before it started harvesting or not.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Thu, 16 Jan 2003 15:35:00 GMT

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Hey guysI was thinking yesterday how cool it would be to make a Total Annihilation mod for Renegade up it would take a lot of work and unitsDoes anyone know of one in production

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Thu, 16 Jan 2003 15:37:00 GMT

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Sorry that "up" is meant to be "but"It's late

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Thu, 16 Jan 2003 15:42:00 GMT

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it would be cool.... but i dont think renegade is the right game to use as a base for it.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Thu, 16 Jan 2003 17:30:00 GMT

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hmmmm.....Lets see if ACK can find out through his "connections" .

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Thu, 16 Jan 2003 17:40:00 GMT

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If the tiberium field is large enough, the harvester will move around about 3 times before returning to base. If it's too small, it will just sit there, turn around, and head back.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Thu, 16 Jan 2003 17:55:00 GMT

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Ummm...Ack doesn't have connections in the scripting area.... Those were fan based additions...

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Thu, 16 Jan 2003 19:42:00 GMT

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Considering that the tiberium is really part of the map and is just a texture I'd say it'd be fairly hard to do. Would have to work around it somehow. One idea: Split the tiberium up into segments. Basicly one model, but have a bunch of it. Then, each time as the harvester passes through, delete some of the outer segments. The bigger the field the more lag though. Sponges could be like the same: Seperate presets with diff models. Delete and remake as time goes by/harvester goes through.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Thu, 16 Jan 2003 23:06:00 GMT

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quote:Originally posted by NameHunter:Considering that the tiberium is really part of the map and is just a texture I'd say it'd be fairly hard to do. Would have to work around it somehow. Correct me if I am wrong, but the tiberium texture has nothing to do with it. Its the tiberium zone object that

makes the area "harvestable", ie you don't need the tiberium texture if you don't want it.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Fri, 17 Jan 2003 03:13:00 GMT

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quote:Originally posted by Blazer: quote:Originally posted by NameHunter:Considering that the tiberium is really part of the map and is just a texture I'd say it'd be fairly hard to do. Would have to work around it somehow. Correct me if I am wrong, but the tiberium texture has nothing to do with it. Its the tiberium zone object that makes the area "harvestable", ie you don't need the tiberium texture if you don't want it. Yes but if the textures doesn't change it looks kinda stupid.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Fri, 17 Jan 2003 08:33:00 GMT

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quote:Originally posted by Blazer: quote:Originally posted by NameHunter:Considering that the tiberium is really part of the map and is just a texture I'd say it'd be fairly hard to do. Would have to work around it somehow. Correct me if I am wrong, but the tiberium texture has nothing to do with it. Its the tiberium zone object that makes the area "harvestable", ie you don't need the tiberium texture if you don't want it. Yes, that's true, but it'll probally look strange/half the people won't relise what the harvester is actually doing if there's no effect on the tiberium texture. Then again, I could be wrong on that part.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Fri, 17 Jan 2003 09:06:00 GMT

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quote:Originally posted by NameHunter: quote:Originally posted by Blazer: quote:Originally posted by NameHunter:Considering that the tiberium is really part of the map and is just a texture I'd say it'd be fairly hard to do. Would have to work around it somehow. Correct me if I am wrong, but the tiberium texture has nothing to do with it. Its the tiberium zone object that makes the area "harvestable", ie you don't need the tiberium texture if you don't want it. Yes, that's true, but it'll probally look strange/half the people won't relise what the harvester is actually doing if there's no effect on the tiberium texture. Then again, I could be wrong on that part. I don't get it, why would the harvester harvest the tiberium ground, I thought it was supposed to harvest the actual crystals.
[January 17, 2003, 09:06: Message edited by: OrcaPilot26]

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Fri, 17 Jan 2003 09:22:00 GMT

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Well, where it isnt crystals, it has to extract the tiberium from the ground.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Fri, 17 Jan 2003 19:52:00 GMT

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quote:Originally posted by demoman83: quote:Originally posted by Blazer: quote:Originally posted by NameHunter:Considering that the tiberium is really part of the map and is just a texture I'd say it'd be fairly hard to do. Would have to work around it somehow.Correct me if I am wrong, but the tiberium texture has nothing to do with it. Its the tiberium zone object that makes the area "harvestable", ie you don't need the tiberium texture if you don't want it.Yes but if the textures doesn't change it looks kinda stupid.Agreed but first things first. If there is no way to affect/alter the size of the tiberium zone object, then it doesn't matter. If there is, then the texture can be dealt with as a seperate problem. Maybe someone on page 2 of this thread will actually address the tiberium zone object instead of talking about the texture.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Sat, 18 Jan 2003 03:00:00 GMT

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I heard that it's not possible to get the speed of an object in scripts, to I doubt it's possible to alter zones.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Sat, 18 Jan 2003 03:26:00 GMT

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If you can destroy/delete zones, then you can just make a set of concentric zones for the Tiberium field, then just delete the outermost one each time. That would have the effect of making the field shrink.It would be really cool to have the opposite too - where the field grows over time, even spreading into bases. I suspect that kind of feature could only be done with exposure to the engine code though.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Sat, 18 Jan 2003 13:43:00 GMT

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I've got a couple questions...I think that the current Renegade tiberium fields look silly, it's just a green texture with a few chrystals here and there... Is there a way that I could change it so that there's chrystals all over the field? and can I change the sizes, groups, and shapes of tiberium in a field?

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Sat, 18 Jan 2003 14:00:00 GMT

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but if you had the tib zone change you would want the tib to change visually as well.....In tib dawn they were the sponges that were harvested, so maybe you could have some of the sponges dissappear after the harvester was full.Or more appear as the feild grew.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Sat, 18 Jan 2003 14:57:00 GMT

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quote:Originally posted by PiMuRho:If you can destroy/delete zones, then you can just make a set of concentric zones for the Tiberium field, then just delete the outermost one each time. That would have the effect of making the field shrink.Exactly. So all we need to know is...is it possible to affect the tiberium zone object via a script. All this talk about the tiberium texture is just target that does not matter at this point.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Sat, 18 Jan 2003 14:58:00 GMT

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quote:Originally posted by Sir Phoenixx:I've got a couple questions...I think that the current Renegade tiberium fields look silly, it's just a green texture with a few christals here and there... Is there a way that I could change it so that there's christals all over the field? and can I change the sizes, groups, and shapes of tiberium in a field?The green texture is just that...a texture. You can change the size, shape, color...you can have no texture at all...as long as the invisible tiberium zone object is there, the harvester would happily harvest on a flat stainless steel texture

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Sat, 18 Jan 2003 15:00:00 GMT

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quote:Originally posted by DeafWasp:but if you had the tib zone change you would want the tib to change visually as well.....In tib dawn they were the sponges that were harvested, so maybe you could have some of the sponges dissappear after the harvester was full.Or more appear as the feild grew.Agreed. But first things first, we have to find out if its even possible to change the size of the tiberium zone object itself. Or, if not to change the size of it, have an "enter zone" script that could spawn a tiberium zone object of a defined size...something along those lines. It sounds possible to me, but im not even close to qualified to answer or determine if it is. I leave this to jonwilson, Dante, etc.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Sat, 18 Jan 2003 17:34:00 GMT
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nope, you cant resize a zone via a script. Nor can you create one.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Sat, 18 Jan 2003 17:42:00 GMT
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he would know.

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Sun, 19 Jan 2003 12:10:00 GMT
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Game over man! Game ovvveerrrr!

Subject: JonWilson - Possible to add, delete, or alter the size of a
Posted by [Anonymous](#) on Mon, 20 Jan 2003 10:45:00 GMT
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quote:Originally posted by Blazer: quote:Originally posted by Sir Phoenixx:I've got a couple questions...I think that the current Renegade tiberium fields look silly, it's just a green texture with a few cristals here and there... Is there a way that I could change it so that there's cristals all over the field? and can I change the sizes, groups, and shapes of tiberium in a field?The green texture is just that...a texture. You can change the size, shape, color...you can have no texture at all...as long as the invisible tiberium zone object is there, the harvester would happily harvest on a flat stainless steel texture Wow, thank you for not even coming close or attempting to give an answer that had anything to do with what I was asking...Yeah I know you can't be arsed to actually read a post before replying...So I guess I'll repeat myself. Right now the tiberium fields in Renegade contain little to no actual Cristals in the field, just a few scattered here and there. I want to know if it's possible, and if it is, how would i go about making it show lots of cristals in the field instead of just a few scattered in the field. And could I get it to show random cristals, so I could make large groups, small groups, different sizes, shapes, etc, and it would display them in the field in random places, filling the field up...
