

## BUILD YOUR OWN BOT!

Hello All,

A new fun-based map for C&C Renegade is well on its way to being completed soon. However, its missing the most important things... The Robots!

As you can tell from the subject of this thread you've probably gathered what this is all about.

This map will be released in different versions. The first version will be released in time for the next 3 Hour AOW presented by Warrior Nation and will just have robots(GDI) vs robots(Nod) style gameplay.

Versions after this will have pretty much the same format, however with more Arena features, bots, house robots & theme.

Who can take part in this?

ANYBODY! You don't need 3D Design skills, though it does help.

You can submit your robot design in what ever format you feel is best for you:

- 3DS Max model
- GMax Model
- A hand-drawn concept.
- A 2D Graphic Design Tool Software (submit as JPG, GIF or PNG).

### Design

All submitted robots must have the following characteristics:

Weaponary (Maximum of 2):

- Saw
- Chain Saw
- Flame (limited ammo)
- Spikes
- Axe
- Hammer
- Spinning Disc
- Mace
- Drill

Please note robots with a Flipper or Crushing Razor will not be in the first version, but can still be submitted.

### Body

- Wedge (though cannot be driven onto like a ramp, yet)
- Box
- Cone
- Other (If it looks good, its fine)

### Style

Must be stylish as possible from looking really silly (comic-ful) to looking really mean and tough!

Armour (This is a perfect balance of strength + speed. Materials probably not accurate to the S/S numbers, reference only.)

This is scored on a scale between 1 - 10.

10 = Strongest/Fastest

1 = Weakest/Slowest

- Plastic (Strength(1), Speed(10))
- Wood (Strength(3), Speed( 8 ))
- Aluminium (Strength(4), Speed(7))
- Carbon Fibre (Strength(5), Speed(6))
- Copper (Strength(6), Speed(5))
- Stainless Steel (Strength( 8 ), Speed(3))
- Titanium (Strength(10), Speed(1))

Wheels

- Standard Rubber Wheels (2 or 4 or 6)
- Tracks
- Legs/Feet

Name

You can name it any thing you like, so long as it doesn't contain swearing or sexual references (Its a bitch ain't it?)

The bot and designer will be credited in the Readme.

References:

The following links contain references to existing robots made by other people. They are only to be used as ideas for your own and not to be totally copied as they may have copyright against them.

- [http://www.battlebots.com/meet\\_the\\_robots3/meet\\_search.asp?p=0](http://www.battlebots.com/meet_the_robots3/meet_search.asp?p=0)
- [http://www.robotwars.ecs.soton.ac.uk/file/house\\_robots.html](http://www.robotwars.ecs.soton.ac.uk/file/house_robots.html)
- <http://www.teamhurtz.com/>
- <http://www.teamtornado.co.uk/gallery.htm>
- <http://www.robotcombat.com/therobots.html>

Submission Format:

Robot Name:

Designer:

Armour:

Wheels (type and total):

Weaponary:-

(1)

(2)

Link to 3D Model / Screenshots / Concept:

If you create yours in max/gmax, you may add the wheel bones to it and test it ingame, however on submission I do not require the LevelEdit settings, just the model.

Don't think theres anything else to say except for, HAPPY DESIGNING!

Oh, and if you're wondering what the Arena looks like, take a look at this video I did about a month ago:

<http://www.youtube.com/watch?v=bH0DbzpEWpo>

Good Luck,

Andy / WNxCABAL.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [jamiejrg](#) on Sun, 13 May 2007 15:41:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Awesome, i'm totaly doing it.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [jamiejrg](#) on Sun, 13 May 2007 17:08:45 GMT  
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For those of you doing this, i created this saw blade for everyone to use. Anyone can use it, i don't need any credit.

It's available in .max and .3ds so can import it into gmax as well.

Heres a pic

Sorry about the upload, you have to enter the 3 digit code at the bottom then wait like 60 seconds then you can dl.

Link: <http://dl5.megauploads.org/download.php?id=75DBB291>

Jamie

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [OWA](#) on Sun, 13 May 2007 17:27:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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In with the First Entry!

Robot Name: Teapunk  
Designer: One Winged Angel  
Armour: Copper  
Wheels (type and total): Tracks, 2  
Weaponary:-  
(1)Front mounted Axe  
(2)Rear mounted spikes (the back is supposed to come down like an axe too)  
Link to 3D Model / Screenshots / Concept:

PM me for the model.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Gen\\_Blacky](#) on Sun, 13 May 2007 17:40:11 GMT  
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lmao ^ nice bot

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [BlueThen](#) on Sun, 13 May 2007 17:42:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hmm cool. I made something like this. Except it's "Build your own battlefield!" and you can build the battlefield from in game.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Carrierll](#) on Sun, 13 May 2007 17:49:04 GMT  
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I'm soo building something, give me a moment (I can't bone, though)

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [jamiejrg](#) on Sun, 13 May 2007 18:21:37 GMT  
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bluethen wrote on Sun, 13 May 2007 12:42hmm cool. I made something like this. Except it's "Build your own battlefield!" and you can build the battlefield from in game.

That's interesting, you just spawn stuff or something?

---

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [BlueThen](#) on Sun, 13 May 2007 18:46:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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jamiejrg wrote on Sun, 13 May 2007 13:21bluethen wrote on Sun, 13 May 2007 12:42hmm cool. I made something like this. Except it's "Build your own battlefield!" and you can build the battlefield from in game.

That's interesting, you just spawn stuff or something?  
Yeah. I'm waiting for kamuix's forum to get fixed before I release it. It's been done for about a week.

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [jamiejrg](#) on Sun, 13 May 2007 19:10:47 GMT  
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bluethen wrote on Sun, 13 May 2007 13:46jamiejrg wrote on Sun, 13 May 2007 13:21bluethen wrote on Sun, 13 May 2007 12:42hmm cool. I made something like this. Except it's "Build your own battlefield!" and you can build the battlefield from in game.

That's interesting, you just spawn stuff or something?  
Yeah. I'm waiting for kamuix's forum to get fixed before I release it. It's been done for about a week.

Killer

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [WNxCABAL](#) on Mon, 14 May 2007 21:59:44 GMT  
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Check this out...  
6 Booths/Podiums, 3 Nod, 3 GDI.  
Gives you an overview of the arena, so you can decide to either play or observe, its pretty cool!

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Viking](#) on Mon, 14 May 2007 22:10:51 GMT  
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---

LOL awesome! MOAR TRAPS!!

Also some ramps or something!

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [u6795](#) on Mon, 14 May 2007 22:39:43 GMT  
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This needs some more submissions, I have no talent whatsoever so I'm not even going to try but I would love to see this released soon

Has anyone thought of a mech bot?

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [WNxCABAL](#) on Mon, 14 May 2007 23:41:14 GMT  
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Here's my killing machine which was made in under 15 minutes without any concepts:

Robot Name: Ammut W2S1  
Designer: WNxCABAL  
Armour: Aluminium  
Wheels (type and total): Large Wheels, 2  
Weaponary:-  
(1)Large Front Mounted Saw Blade  
(2)  
Link to 3D Model / Screenshots / Concept:

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Viking](#) on Mon, 14 May 2007 23:51:38 GMT  
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Can I make a helicopter bot?

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [WNxCABAL](#) on Tue, 15 May 2007 00:29:58 GMT  
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no, only ground bots please

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [BlueThen](#) on Tue, 15 May 2007 01:08:46 GMT  
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---

Will it be free for all or team vs team?

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [nopol10](#) on Tue, 15 May 2007 07:30:21 GMT  
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---

Cool! I love this idea.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [CarrierII](#) on Tue, 15 May 2007 09:30:00 GMT  
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If I make a concept sketch of this bot idea I've got (Well, I'll make it in Unreal and do a fly-around video of it, but I can't get it out of Unreal and into Max) would someone make it in max for me? (This won't take long...)

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Sir Kane](#) on Tue, 15 May 2007 09:48:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

One Winged Angel wins.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [CarrierII](#) on Tue, 15 May 2007 10:22:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

In with Entry #3!

Robot Name: Walking Destruction (Yeah, that can get changed...)  
Designer: CarrierII (Needs a manufacturer...)  
Armour: Stainless Steel  
Wheels (type and total): Legs, Four (4) Feet  
Weaponary:-  
(1) Thrustable Spike (Goes forwards, can be aimed)  
(2) Saw Blade (Goes down when fired, can't be aimed)  
Link to 3D Model / Screenshots / Concept:

I threw this together in Unreal, but I can't use 3DS Max to save my life, so if someone could reproduce it, that would rock, if you need wireframe screenshots or anything, I'll make them for you

A 5.41 MB Concept Video

Enjoy!

Edit - I can't count... 2 entries before mine makes this the third...

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [WNxCABAL](#) on Tue, 15 May 2007 13:57:12 GMT  
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How long did that take you exactly?

Plus, if you could post the wireframes and any textures used.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [CarrierII](#) on Tue, 15 May 2007 14:22:39 GMT  
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---

Wireframes comming up, errr, that took me about 50 minutes... (yes, the construction's of awful quality, it's only a concept) why do you ask?

Those textures were meant to be placeholders because the default texture in Unreal sucks, I'd use something nicer, but I'll get them out anyway.

Attached.

---

### File Attachments

1) [Robot Wars.zip](#), downloaded 298 times

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Jerad2142](#) on Tue, 15 May 2007 17:48:26 GMT  
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This will prove to be interesting, I would enter one of my robotic bosses form Renhalo, but I would have to make the a LOT smaller (and rescale a lot of animations and stuff like that).

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [JeepRubi](#) on Tue, 15 May 2007 22:58:38 GMT  
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Don't know what to add on top.

## File Attachments

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1) [robot1.jpg](#), downloaded 2545 times



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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Gen\\_Blacky](#) on Tue, 15 May 2007 23:03:56 GMT  
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---

add a super gun that kills all other bots and call it the hax bot then it will be removed from game and never be used

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [JeepRubi](#) on Tue, 15 May 2007 23:13:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

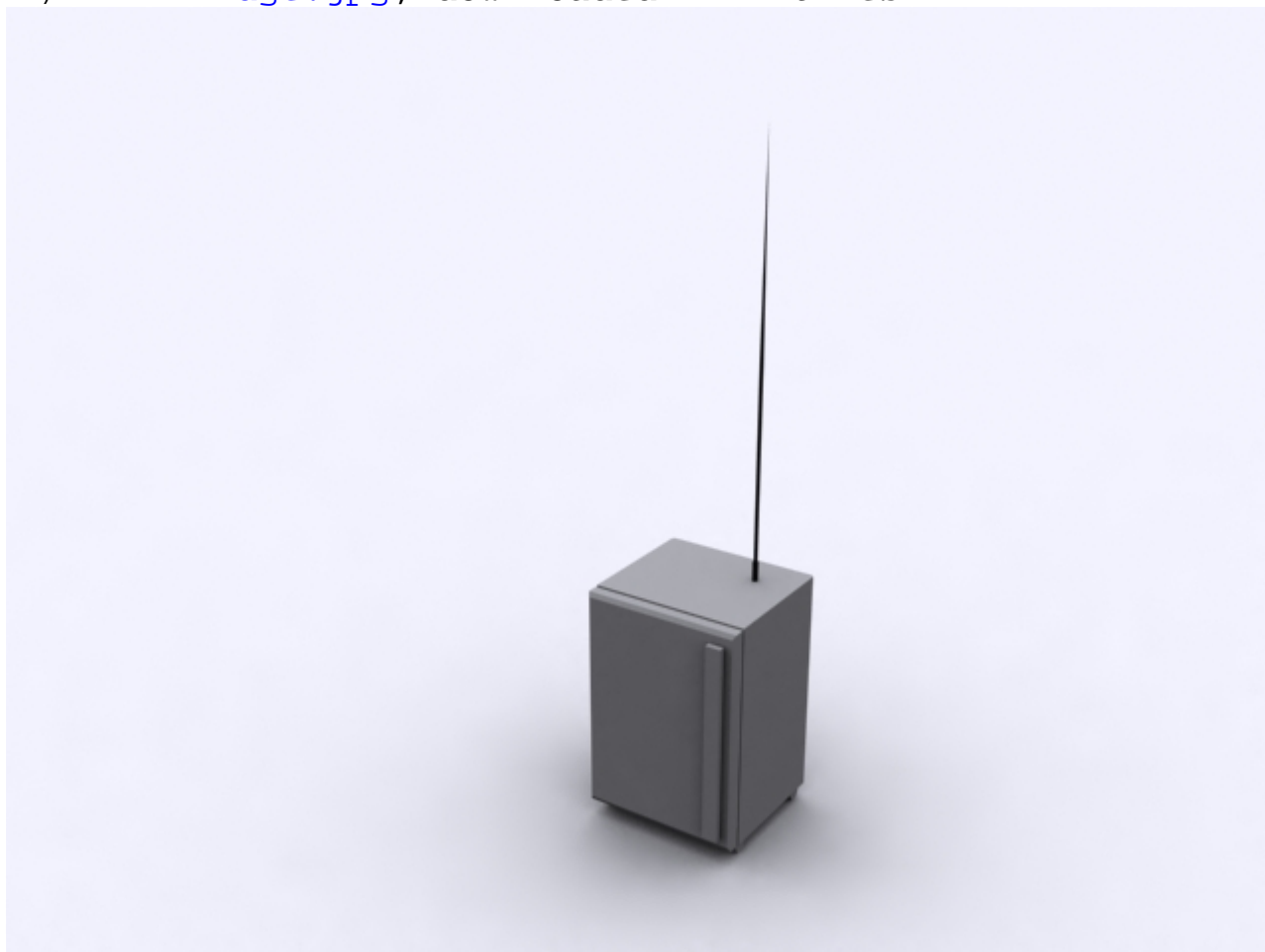
---

Inspiration taken from: <http://www.youtube.com/watch?v=TwCT075ry0E>

## File Attachments

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1) [minifridge.jpg](#), downloaded 1424 times



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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [WNxCABAL](#) on Tue, 15 May 2007 23:26:25 GMT

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---

lol, thats brilliant!

You should add like a massive spinning disc like this robot (which I shall re-create):  
(BTW. The people aren't robots.)

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---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Blazea58](#) on Wed, 16 May 2007 04:17:00 GMT

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Well i figured i would try at making a battle bot , so i went to the battlebot site and chose one to try

modeling. Here is my results, bit high poly with the saw blades but otherwise can be optimized.

---

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [CarrierII](#) on Wed, 16 May 2007 09:13:15 GMT

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---

CarrierII wrote on Tue, 15 May 2007 09:22 Wireframes comming up, errr, that took me about 50 minutes... (yes, the construction's of awful quality, it's only a concept) why do you ask?

Those textures were meant to be placeholders because the default texture in Unreal sucks, I'd use something nicer, but I'll get them out anyway.

Attached.

Cabal?

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [WNxCABAL](#) on Wed, 16 May 2007 23:26:18 GMT

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---

CarrierII wrote on Tue, 15 May 2007 09:22 Wireframes comming up, errr, that took me about 50 minutes... (yes, the construction's of awful quality, it's only a concept) why do you ask?

Those textures were meant to be placeholders because the default texture in Unreal sucks, I'd use something nicer, but I'll get them out anyway.

Carrier, I appreciate the effort and time you have took to create this, but in all honesty I really cannot get my head around how basic it looks. Now I know you said its only a concept, but if you're going to do a 3D model, at least do it well rather than stacking a load of cylinders and cubes on top of each other.

I don't mean any disrespect, but maybe you could draw the idea you had?, you'd be suprised how much better the end result could be!

Bluethen: It all depends on the server setup. If Friendly fire is off its team vs team, on its all for one, one for all!

Jerad Grey: Why don't you show us what you got?

Blazea58: Thats a lovely piece of 3D there! That poly count is fine, The map can afford to have slightly higher (not that they need to be) polygons for vehicles/bots due to the low poly count of the terrain.

Any chance you can send me that model in a PM? Thx!

All:

Keep em coming! And...

Check this out

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [nopol10](#) on Thu, 17 May 2007 00:47:00 GMT

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The spinning disc part looks a bit flat...

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [WNxCABAL](#) on Thu, 17 May 2007 16:31:09 GMT

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It is raised.

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Carrierll](#) on Thu, 17 May 2007 16:54:42 GMT

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I can't use 3DS Max though.

I'll set about drawing it, i can't draw either. :s

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [jnz](#) on Thu, 17 May 2007 20:31:19 GMT

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hypnodisk ftw

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [WNxCABAL](#) on Mon, 21 May 2007 20:58:12 GMT  
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---

Check it out,  
Ammut is complete with texture, just need to get it rigged ingame.  
The circular saw is yet to be added with the one on the first post because that looks top notch!

Thanks to all those who have created/designed theirs so far!

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---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [jnz](#) on Mon, 21 May 2007 21:01:17 GMT  
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---

That one is called stinger and should have a spike, not a disk.

---

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [WNxCABAL](#) on Mon, 21 May 2007 21:54:30 GMT  
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---

I know.  
I have used the toy I purchased of stinger (years ago) as a basis for this design.  
Much better with a saw ey?

---

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [OWA](#) on Wed, 23 May 2007 01:21:24 GMT  
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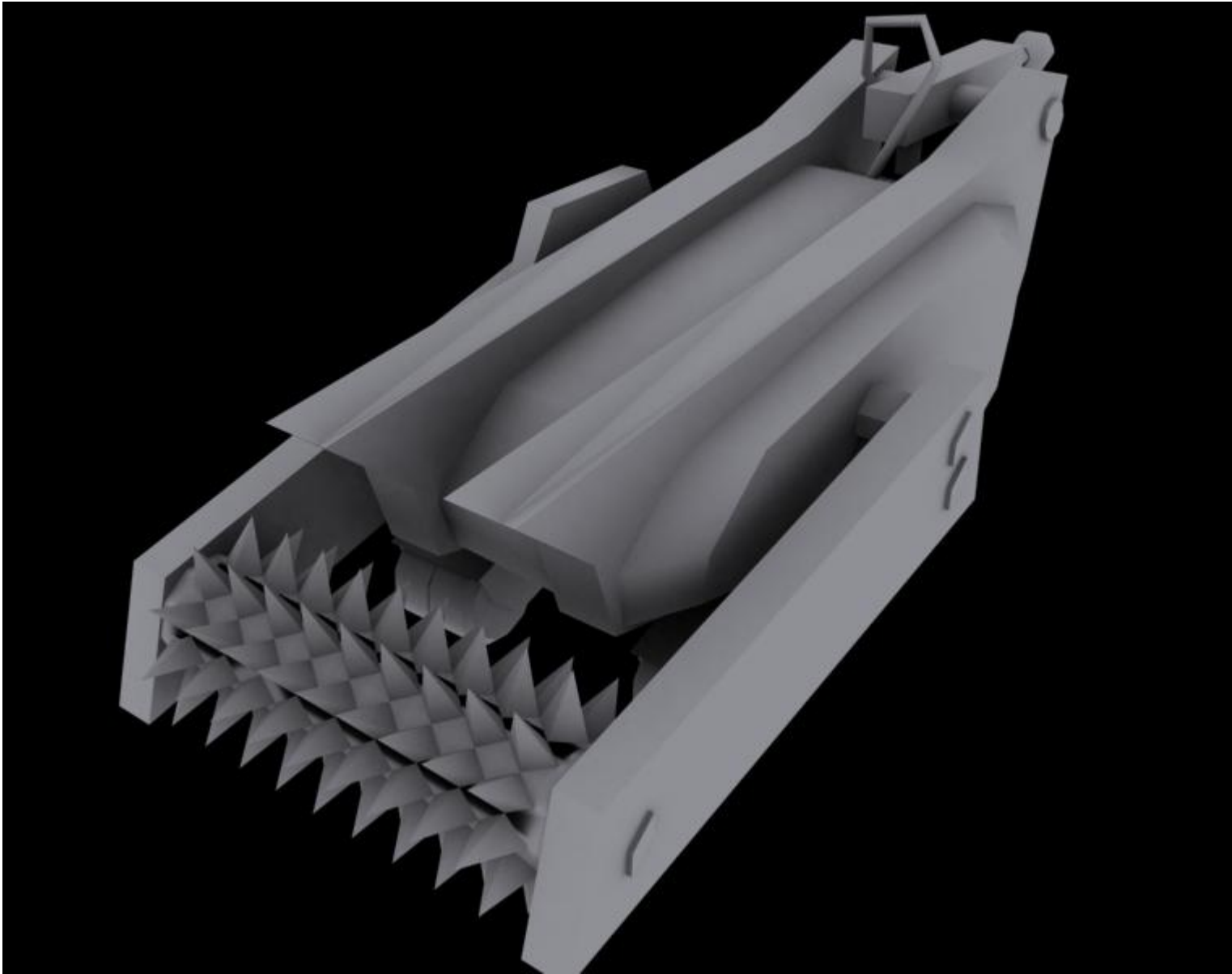
Robot Name: Flamegrill  
Designer: One Winged Angel  
Armour: Stainless Steel  
Wheels (type and total): Wheels 2 small, one large drive wheel  
Weaponary:-  
(1)Front mounted mincing flail  
(2)Rear mounted flamethrower  
Link to 3D Model / Screenshots / Concept:

---

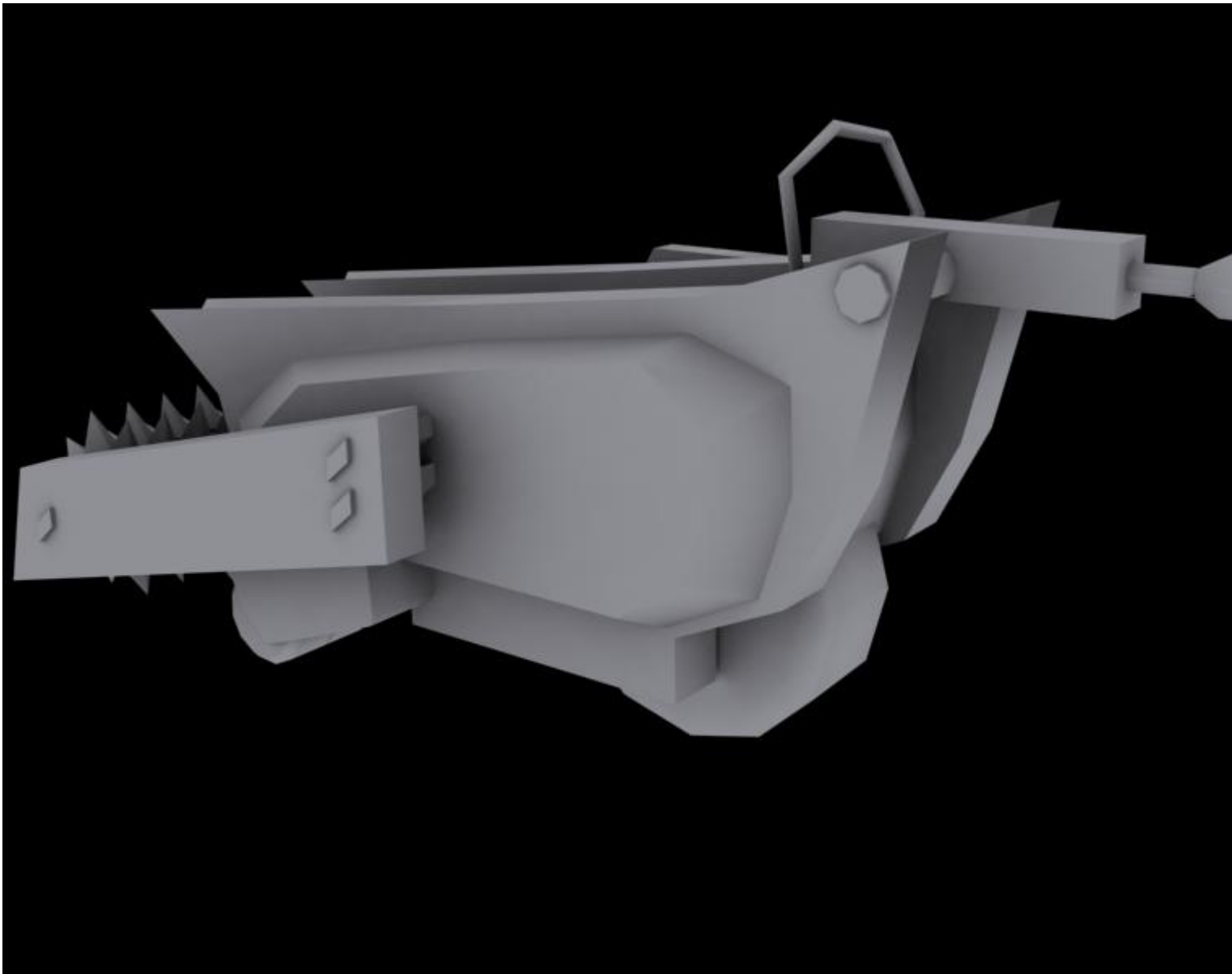
### File Attachments

1) [Flamegrill1.jpg](#), downloaded 1279 times

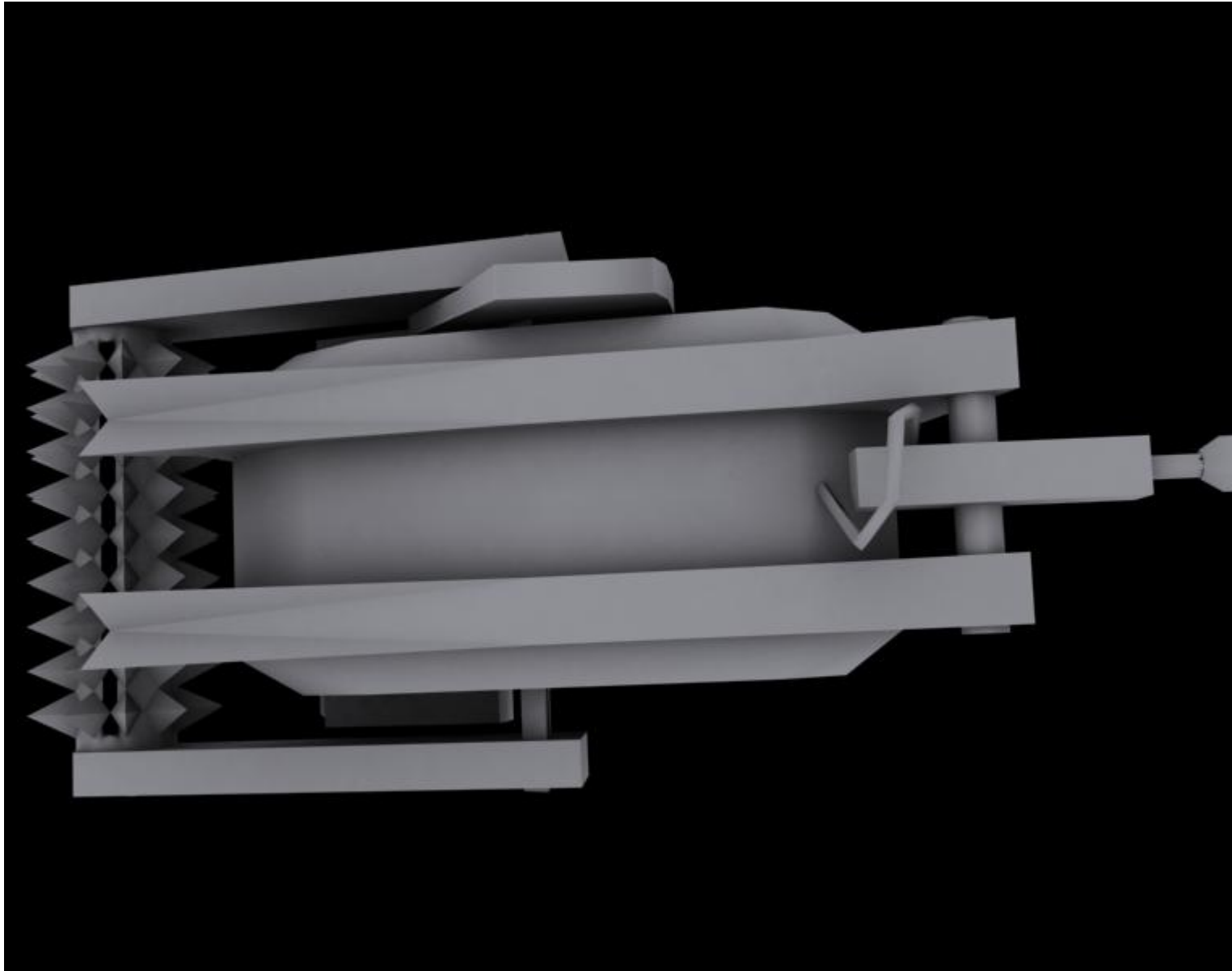
---



2) [Flamegrill2.jpg](#), downloaded 1255 times



3) [Flamegrill3.jpg](#), downloaded 1251 times



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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [slavik262](#) on Thu, 24 May 2007 23:15:03 GMT  
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This is AMAZING. Simple mod, yet promising to be a lot of fun. I can't wait to play it. Do you have to enter your own robot, or will a set of bots be given for you to play with?

Can't wait to actually play this.

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [\\_SSnipe\\_](#) on Fri, 25 May 2007 02:44:07 GMT

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---

so do we like get to watch?

---

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Blazea58](#) on Tue, 29 May 2007 15:05:50 GMT

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---

I was bored and browsing websites when i saw the concept TruYuri drew up on the APB forums. I figured i would have a go at trying his concept, though it is far from exact but has alot of the same features. Not sure how this would work ingame, would probably need a few pivoting parts that would have animations attached for arm peices.

Name: Apoctek  
Designer: TruYuri  
Armour: Stainless Steel  
Wheels: Tracks (2)

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [icedog90](#) on Wed, 30 May 2007 21:11:43 GMT

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Damn Blazea, you can do a lot even in Gmax.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [WNxCABAL](#) on Sat, 02 Jun 2007 14:09:02 GMT

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Hi All,  
Those who have displayed their models, can you please send me the max or w3d file please

Thanks

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [wittebolx](#) on Mon, 25 Jun 2007 04:17:24 GMT

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when do you think the mod will be released for beta testing or public release?

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [t0xic](#) on Wed, 18 Jul 2007 00:00:00 GMT  
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nice! this is a very cool idea! when will it be finished?

btw, keep up the good work!

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [ErroR](#) on Sat, 25 Oct 2008 11:56:43 GMT  
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I know this topic IS DAMN OLD but i wonder will it still be made ?

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Altzan](#) on Sat, 25 Oct 2008 17:26:14 GMT  
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Massive bump is massive

Never seen this before, looks nice.

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [YazooGang](#) on Sun, 26 Oct 2008 00:46:19 GMT  
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my cousin made a robot too  
he said dat he was interested in this too  
u have permission to use it anywhere

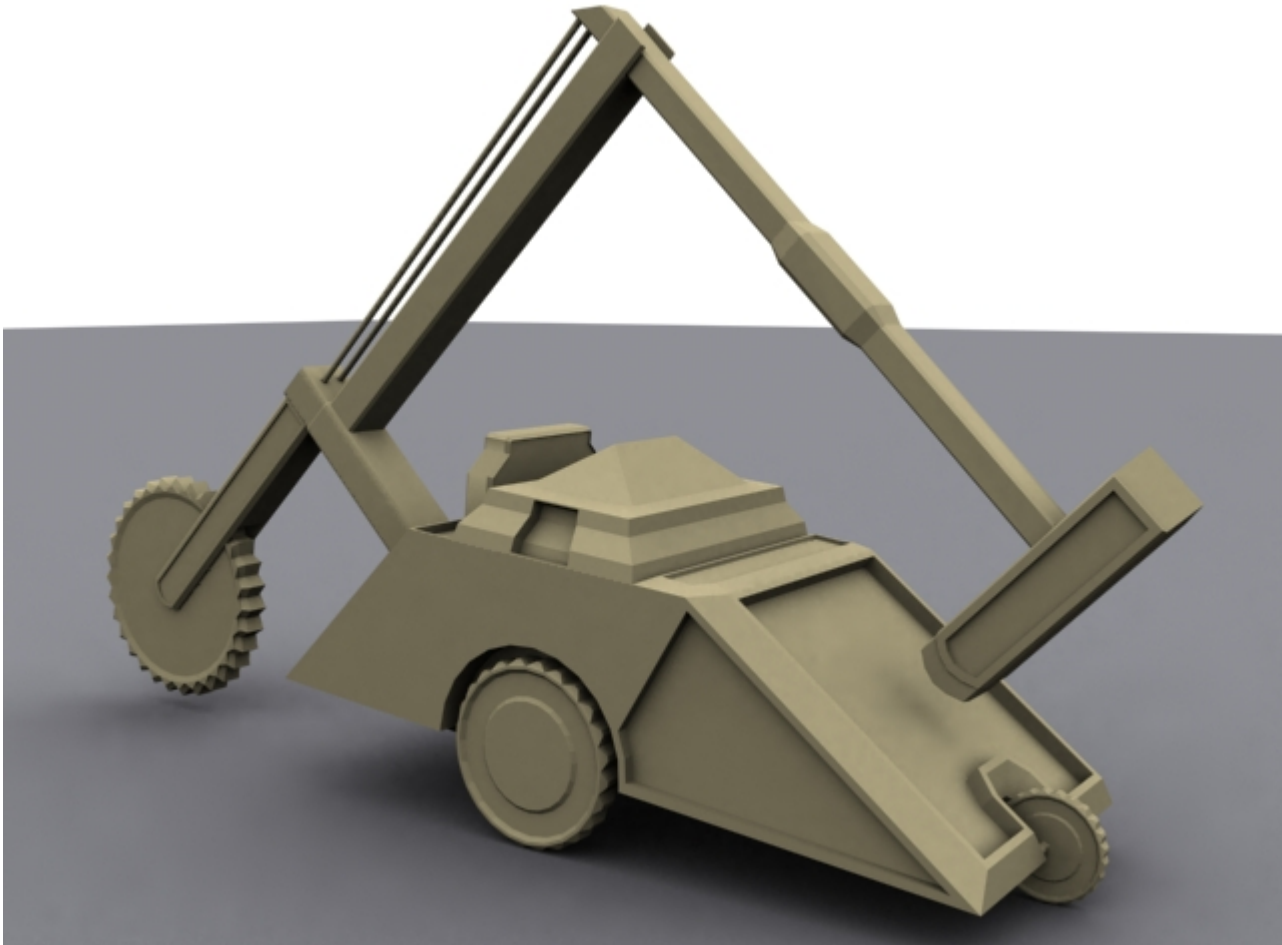
he also said dat he made it with 3ds max 2009 and might not work with other max progs

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### File Attachments

1) [robot\\_render.jpg](#), downloaded 1000 times

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2) [robot\\_2.max](#), downloaded 210 times

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [samous](#) on Sun, 26 Oct 2008 20:08:52 GMT  
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some one make this robot, i use this as my screen saver for my laptop.

called roboticus screen saver, found here:

<http://www.pixelparadox.com/robot.htm>

=samous

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [ErroR](#) on Mon, 27 Oct 2008 08:35:59 GMT

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Now Goztow will come and will say this won't be made, lock the topic and i'll get a warning for bumping a VERRRY old topic.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Goztow](#) on Mon, 27 Oct 2008 08:46:18 GMT  
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Nope, you actually replied on topic and I hope WNxCabal will get back in here .

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---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [ErroR](#) on Mon, 27 Oct 2008 08:48:49 GMT  
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---

Goztow wrote on Mon, 27 October 2008 10:46Nope, you actually replied on topic and I hope WNxCabal will get back in here .  
you actually thought i would

---

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [samous](#) on Mon, 27 Oct 2008 21:29:11 GMT  
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---

this was an old topic

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Try\\_lee](#) on Tue, 28 Oct 2008 01:53:18 GMT  
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---

WAS old, now it's new again!

Someone get with making the awesomeness playable already.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Xpert](#) on Tue, 28 Oct 2008 02:05:44 GMT  
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---

Figures... Great projects get abandoned so fast.

---

---

Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [N1warhead](#) on Tue, 28 Oct 2008 05:31:45 GMT  
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---

Xpert wrote on Mon, 27 October 2008 20:05: Figures... Great projects get abandoned so fast.

That's because not many people actually offer to help, I myself have had first hand experience with that.

I am blessed that I have a team now, and as quickly as it came.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [WNxCABAL](#) on Tue, 28 Oct 2008 16:01:29 GMT  
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lol, personal life just took priority that's all. Didn't have time for it anymore.

Plus as N1warhead says, not many people were not all rushing at once to help.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [samous](#) on Wed, 29 Oct 2008 19:19:31 GMT  
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lol, i thought this was a new topic, and it just had ALOT of replies, never looked at the times.

=samous

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [TruYuri](#) on Sun, 06 Sep 2009 03:27:50 GMT  
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Blazea58 wrote on Tue, 29 May 2007 10:05: I was bored and browsing websites when i saw the concept TruYuri drew up on the APB forums. I figured i would have a go at trying his concept, though it is far from exact but has alot of the same features. Not sure how this would work ingame, would probably need a few pivoting parts that would have animations attached for arm peices.

Name: Apoctek  
Designer: TruYuri  
Armour: Stainless Steel  
Wheels: Tracks (2)

Nearly a year-bump but holy shit, I was never notified that this was modelled out.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [ErroR](#) on Sun, 06 Sep 2009 10:17:02 GMT  
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yep, but this mod's previews were AWESOME

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [DeathC200](#) on Sun, 06 Sep 2009 16:08:42 GMT  
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keep em coming is this mod going to be server compatible ?? and when you do release it can we also have the option of scripting things into the mod ??

please reply "NestGeneral"

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Dreganius](#) on Sun, 06 Sep 2009 16:24:55 GMT  
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I would love to see a remake of Razor from the original Robot Wars.

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [ErroR](#) on Sun, 06 Sep 2009 16:43:37 GMT  
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the mod is long dead

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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Dreganius](#) on Tue, 08 Sep 2009 05:09:32 GMT  
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I know.

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But I still want to see it.

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