Subject: C&C_Mario64
Posted by GrayWolf on Tue, 19 Jun 2007 06:51:40 GMT

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I am working on this Super Mario 64 map. It's not done. I just want you guys to test it out and tell me what you think. I am extracting the models and textures from super mario 64 and then re modeling and texturing them in 3ds max 8. It takes forever. I plan on having every level in this map. So far I only have the first level done, but you can walk in most of the doors on the ground floor. If every thing goes well I may do this for other games. Maybe Zelda ocarina of time, or phantasy star online...ect.

Oh be careful there may be some bugs I haven't tested everything, so this is kind of like a beta test, you can fall off edges and stuff.

So play it and tell me what you think.

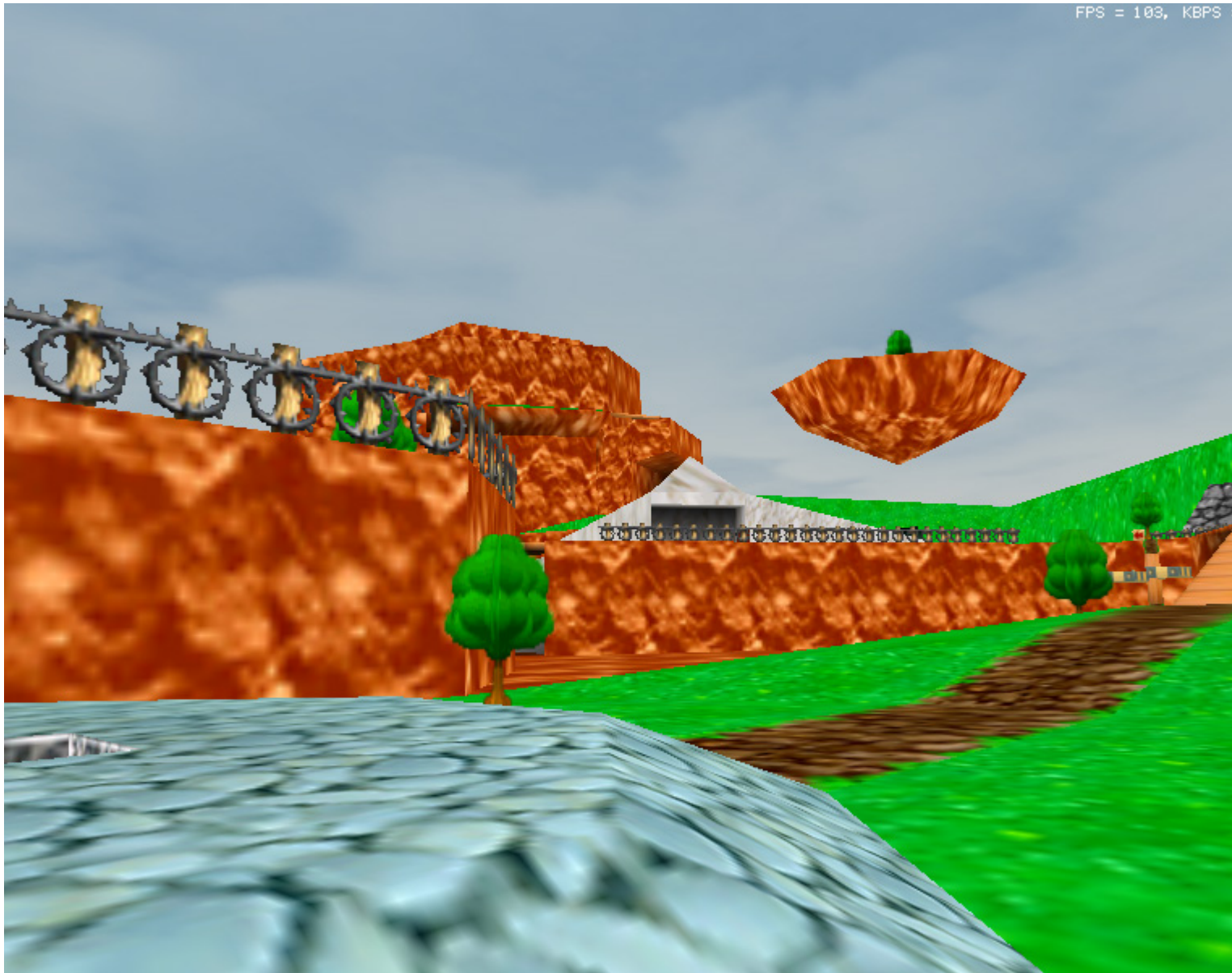File Attachments
1) ScreenShot05.jpg, downloaded 2086 times
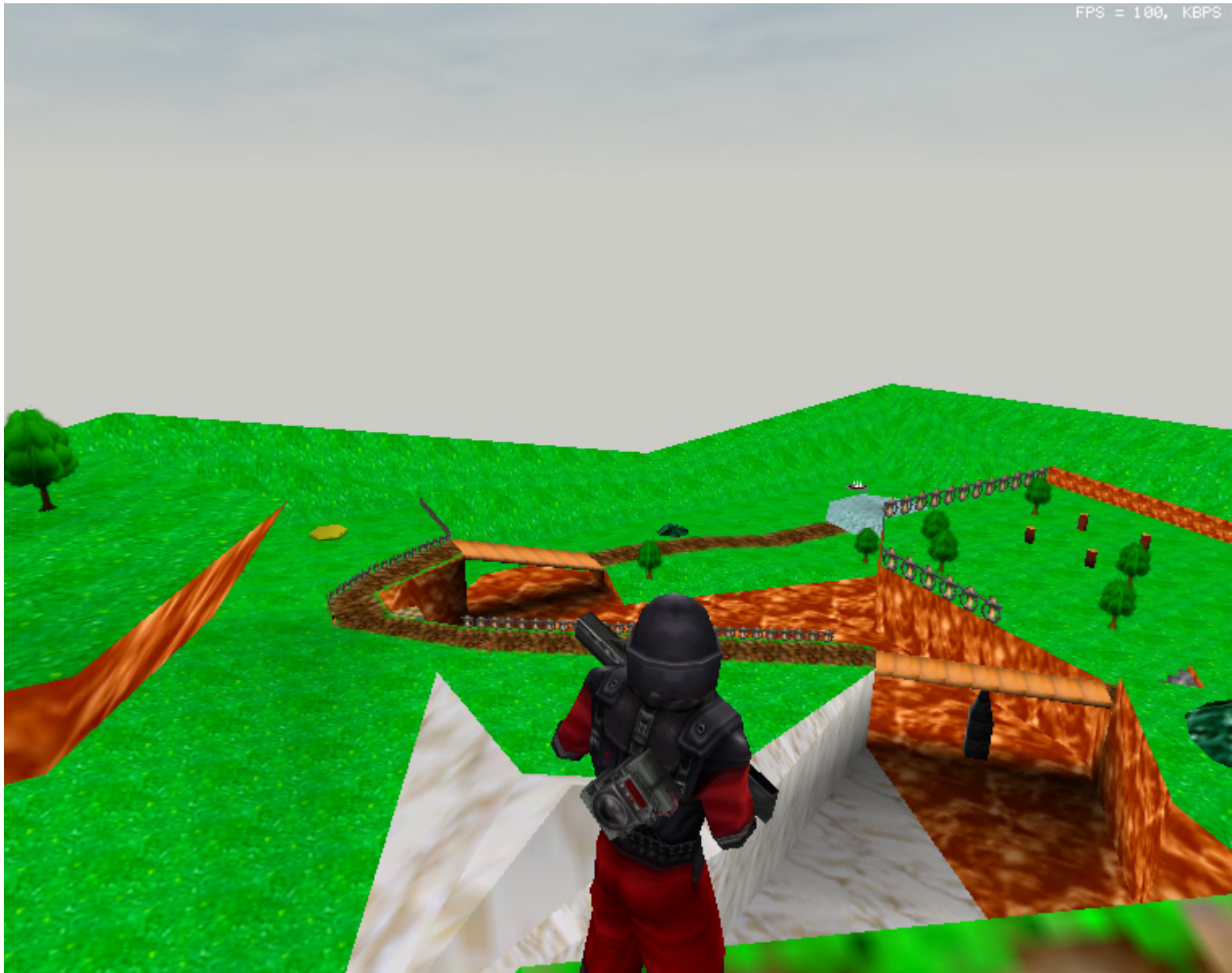
2) ScreenShot06.jpg, downloaded 2084 times

3) ScreenShot07.jpg, downloaded 2058 times

4) ScreenShot08.jpg, downloaded 2034 times

6) C&C_Mario64.zip, downloaded 366 times

Subject: Re: C&C_Mario64
Posted by _SSnipe_ on Tue, 19 Jun 2007 06:57:57 GMT
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OMFG AWESOME KEEP IT UP!!!!!!!!1

i use scripts 3.4.1 i think they cause maps to mess up becuase i think they work on normal cp2
scripts

Subject: Re: C&C_Mario64
Posted by Tunaman on Tue, 19 Jun 2007 07:17:44 GMT
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Uhh what does that have to do with his map? =|

Awesome job hero! =]

Subject: Re: C&C_Mario64
Posted by Zion on Tue, 19 Jun 2007 07:24:09 GMT
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Looks like a rip to me.

Exactly how long have you been working on this?

Subject: Re: C&C_Mario64
Posted by GrayWolf on Tue, 19 Jun 2007 07:29:02 GMT
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GrayWolf wrote on Tue, 19 June 2007 01:51...I am extracting the models and textures from super mario 64 and then re modeling and texturing them in 3ds max 8. It takes forever....

I said that in my original post so if your trying to get on me for claiming this is my work stop. I Ripped the models and textures from mario64.

I have been working on this for 3 days now.

Subject: Re: C&C_Mario64
Posted by Ryu on Tue, 19 Jun 2007 07:39:23 GMT
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If there was a Gold Star rating thing on this forum, I'd give you one, Awesome.

Subject: Re: C&C_Mario64

Posted by Black Hand on Tue, 19 Jun 2007 09:57:27 GMT
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Hey that's awesome, I'm sure would be fun to play on M64 maps... can u also modify the characters? Like a mario using a minigun

---

Subject: Re: C&C_Mario64
Posted by IronWarrior on Tue, 19 Jun 2007 13:33:07 GMT
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Wow, this be cool for death matchs.

GreyWolf, do I have your permission to add this map to Game-Maps.NET `?

Omg, just thought, have you thought about changing the char models?, so you look like mario or something.

Subject: Re: C&C_Mario64
Posted by Sn1per74* on Tue, 19 Jun 2007 13:45:27 GMT
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One word. Amazing.

Subject: Re: C&C_Mario64
Posted by BlueThen on Tue, 19 Jun 2007 13:50:12 GMT
View Forum Message <> Reply to Message

joe937465 wrote on Tue, 19 June 2007 01:57OMFG AWESOME KEEP IT UP!!!!!!!!1

i use scripts 3.4.1 i think they cause maps to mess up becuase i think they work on normal cp2 scripts

Same error here.

Subject: Re: C&C_Mario64
Posted by Ryu on Tue, 19 Jun 2007 13:53:27 GMT
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I can't even get to that part of the map.

Subject: Re: C&C_Mario64
Posted by Sn1per74* on Tue, 19 Jun 2007 14:18:06 GMT
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There are two teleporters in the real Super Mario 64 on the first map. You should put them in. One is in the flowers and the other is where the balls fall down and start coming down the mountain.

Subject: Re: C&C_Mario64
Posted by Oblivion165 on Tue, 19 Jun 2007 14:21:51 GMT
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I would be willing to do the animations. I could put the boulders that roll down the hill and re-animate the elevators that flip about.

Subject: Re: C&C_Mario64
Posted by Ryu on Tue, 19 Jun 2007 14:59:16 GMT
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Oblivion165 wrote on Tue, 19 June 2007 09:21I would be willing to do the animations. I could put the boulders that roll down the hill and re-animate the elevators that flip about.

If you did that you win 2 gold stars.

Subject: Re: C&C_Mario64
Posted by IronWarrior on Tue, 19 Jun 2007 15:12:52 GMT
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Maps like this is when I wish that Renegade could download maps auto on joining servers...

Subject: Re: C&C_Mario64
Posted by Sn1per74* on Tue, 19 Jun 2007 16:13:13 GMT
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IronWarrior wrote on Tue, 19 June 2007 10:12Maps like this is when I wish that Renegade could download maps auto on joining servers...

AMEN BROTHER.

Subject: Re: C&C_Mario64
Posted by IronWarrior on Tue, 19 Jun 2007 16:55:24 GMT
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Sn1per74(2) wrote on Tue, 19 June 2007 11:13IronWarrior wrote on Tue, 19 June 2007
10:12Maps like this is when I wish that Renegade could download maps auto on joining servers...

AMEN BROTHER.

There must be a way, to make a client and server side program that players could download and
for server owners to download and link up their servers, which lets players download maps when
a player joins their server, only problem I see is that the game client would need to be restarted,
but maybe there is a way to get around that?..

Think people think!

Subject: Re: C&C_Mario64
Posted by Canadacdn on Tue, 19 Jun 2007 17:19:53 GMT
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Converting N64 models to W3D is a huge pain in the ass. Good work.

Subject: Re: C&C_Mario64
Posted by Sn1per74* on Tue, 19 Jun 2007 17:33:38 GMT
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IronWarrior wrote on Tue, 19 June 2007 11:55Sn1per74(2) wrote on Tue, 19 June 2007
11:13IronWarrior wrote on Tue, 19 June 2007 10:12Maps like this is when I wish that Renegade
could download maps auto on joining servers...

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for server owners to download and link up their servers, which lets players download maps when
a player joins their server, only problem I see is that the game client would need to be restarted,

but maybe there is a way to get around that?..

Think people think!
I think Oblivion made one a while back.

Subject: Re: C&C_Mario64
Posted by Canadacdn on Tue, 19 Jun 2007 17:50:49 GMT
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A suggestion- make the infantry jump higher, their jumps are nowhere near suitable for most of the Mario 64 jumps.

Subject: Re: C&C_Mario64
Posted by Xpert on Tue, 19 Jun 2007 17:59:12 GMT
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Maybe making the jumps similar to C&C_Mars just without all the gravity making it have a long hang time lol.

But God damn, thumbs up to you
This map is amazing. I was just looking at Mario 64 videos before I read this post and it made me wanna play a mario game. If you get this completely done, man I'm downloading it. It's great.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Tue, 19 Jun 2007 18:00:38 GMT
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Canadacdn wrote on Tue, 19 June 2007 12:50A suggestion- make the infantry jump higher, their jumps are nowhere near suitable for most of the Mario 64 jumps.

Good Idea. I'll also be adding teleporters in the same places they would be found in the game.

And

Oblivion165 as soon as I finish the map I'll send you a copy so you can do the animations.

What should I do about water and water levels? To bad havoc can't swim.

Should I leave the castle entracne like the way it is or should I put a door like the other rooms?

Also should I just make this a death match map or should I put some bases in the map... like maybe the hand of nod and a refinery could be in some level in the basement and gdi could be in

another level.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Tue, 19 Jun 2007 18:05:45 GMT
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Aww crap double post...

Subject: Re: C&C_Mario64
Posted by Sn1per74* on Tue, 19 Jun 2007 18:14:13 GMT
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MAke the doors swing open when you get near them. And that would be sweet having different structures in different pictures. Make a Yoshi please

---

Subject: Re: C&C_Mario64
Posted by reborn on Tue, 19 Jun 2007 18:16:54 GMT
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IronWarrior wrote on Tue, 19 June 2007 12:55
There must be a way, to make a client and server side program that players could download and for server owners to download and link up their servers, which lets players download maps when a player joins their server, only problem I see is that the game client would need to be restarted, but maybe there is a way to get around that?..

Think people think!

Server side download on demand is my holy grail, I would pay for that code! To be able to make a player download the map as he joins as part of a server side only mod Iwould be the best thing that happened to renegade since, well no it would just be the best thing.

With a client download it would be possible, but if they download a thrid party software to do this then they would download the map in the first place.

Subject: Re: C&C_Mario64
Posted by Viking on Tue, 19 Jun 2007 18:27:35 GMT
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The best think sense RP2?

Subject: Re: C&C_Mario64
Posted by futura83 on Tue, 19 Jun 2007 18:32:21 GMT
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GrayWolf wrote on Tue, 19 June 2007 19:00Canadacdn wrote on Tue, 19 June 2007 12:50A suggestion- make the infantry jump higher, their jumps are nowhere near suitable for most of the Mario 64 jumps.

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Also should I just make this a death match map or should I put some bases in the map... like maybe the hand of nod and a refinery could be in some level in the basement and gdi could be in another level.

Ask AR...i've heard they are getting units to swim in their mod...

Subject: Re: C&C_Mario64
Posted by _SSnipe_ on Tue, 19 Jun 2007 18:34:04 GMT
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should make the chars mario,peach,toad!! yoshi

Subject: Re: C&C_Mario64
Posted by Viking on Tue, 19 Jun 2007 19:12:57 GMT
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Link is cooler!!!

Subject: Re: C&C_Mario64
Posted by Slave on Tue, 19 Jun 2007 20:11:06 GMT
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For the swimming part. Can't you put a script zone under water, that when entered, grants you a jetpack script? It ain't pretty, but might just work.

Subject: Re: C&C_Mario64
Posted by Oblivion165 on Tue, 19 Jun 2007 20:18:03 GMT
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I would be perfectly willing to write the code again. The only problem is that someone would have to be willing to let me work with them along side their server managers.

I could easily write a program to handle the maps if a string could be passed in a shell.

-<mapname> <server to join on complete> etc

The server would be doing most of the work, holding the place for the person downloading (timeout of course).

I got the hosting ability and all the bandwidth, not to mention my map collection.

EDIT: I'm sure johnny could write up some code in bhs that could grab the necessary data when the server is clicked.

Hell, they wouldn't need me at all really.

Subject: Re: C&C_Mario64
Posted by Slave on Tue, 19 Jun 2007 20:22:13 GMT
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Make sure to run a check on what is being downloaded, and that actually a valid map is inside. We dont want some fool to upload badassvirus.mix

edit: oh

Subject: Re: C&C_Mario64
Posted by Oblivion165 on Tue, 19 Jun 2007 20:23:40 GMT
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If i were to write the code the map would come from renhelp, all maps are tested and checked before they are added to the db.

edit: I think it would be wise to allow the server to transfer the file as well. Options options.

If your just testing a map you don't want to have to wait for people to upload it etc.

Subject: Re: C&C_Mario64
Posted by Slave on Tue, 19 Jun 2007 20:49:44 GMT
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I would go for one reliable database, moderated and regularly updated.

What will ensure that some host wont upload aids.mix?

If you want to test a map, you should do so in private, and just send it over msn. You don't want unfinished junk to spread all over the place.

Subject: Re: C&C_Mario64
Posted by Oblivion165 on Tue, 19 Jun 2007 20:59:38 GMT
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a virus ala .mix wouldn't be much threat, it would never be executed.

Subject: Re: C&C_Mario64
Posted by Slave on Tue, 19 Jun 2007 21:04:33 GMT
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Still it would be unwanted spreaded garbage, with no ensurance of safety at all. But hey, let's give the man his mario topic back.

However, FTW!

Subject: Re: C&C_Mario64
Posted by Blazea58 on Tue, 19 Jun 2007 21:14:56 GMT
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Sure would be nice if you replaced all the crappy resolution textures with ones that are up to date.
Otherwise i really like the idea, but it needs alot of work on your part
(ladders, ramps, teleports etc. Also would be really hard to get places considering in mario there is alot of animated peices you gotta jump to etc, not sure if it could have collision the same way as it would in mario64.

Good map but yea a tad small, seems pointless until you merge in a hell of alot more lol.

Subject: Re: C&C_Mario64
Posted by Oblivion165 on Tue, 19 Jun 2007 21:28:56 GMT
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Don't doubt the oby, I can make it work.

Subject: Re: C&C_Mario64
Posted by IronWarrior on Tue, 19 Jun 2007 21:44:53 GMT
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Reborn wrote on Tue, 19 June 2007 13:16IronWarrior wrote on Tue, 19 June 2007 12:55
There must be a way, to make a client and server side program that players could download and
for server owners to download and link up their servers, which lets players download maps when
a player joins their server, only problem I see is that the game client would need to be restarted,
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Think people think!

Server side download on demand is my holy grail, I would pay for that code! To be able to make a
player download the map as he joins as part of a server side only mod Iwould be the best thing
that happened to renegade since, well no it would just be the best thing.

With a client download it would be possible, but if they download a thrid party software to do this
then they would download the map in the first place.

True but with this program, they would only need to download once, after that any maps in the db,
would be downloaded auto.

Subject: Re: C&C_Mario64
Posted by JasonKnight on Wed, 20 Jun 2007 05:03:39 GMT
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I like the concept of having 1 huge map with nothing but spawn points in them, but what about
making each level their own map as well, for death match servers.

Random spawn points all over the map with purchase terminals where the cannons would be, and
then having a server with all the mario levels as deathmatch.

i think that would be sweet,

Subject: Re: C&C_Mario64
Posted by cAmpa on Wed, 20 Jun 2007 09:31:59 GMT
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lol crazy.

Subject: Re: C&C_Mario64
Posted by IronWarrior on Wed, 20 Jun 2007 14:22:08 GMT

If you make it a death match map, dont add PTs to them, just make the map, then people can server side mod it to add weapon spawners.

Subject: Re: C&C_Mario64
Posted by Sn1per74* on Wed, 20 Jun 2007 14:40:27 GMT

Oblivion165 wrote on Tue, 19 June 2007 16:28Don't doubt the oby, I can make it work. Oblivion can do ANYTHING.

Subject: Re: C&C_Mario64
Posted by Jerad2142 on Wed, 20 Jun 2007 16:17:06 GMT

GrayWolf wrote on Tue, 19 June 2007 01:29I said that in my original post so if your trying to get on me for claiming this is my work stop. I Ripped the models and textures from mario64.

I have been working on this for 3 days now.
I don't suppose you could do me a favor and get all the level models from Zelda ocarina of time, and send them to me (you don't have to send the textures I just need the floor plan).

It looks sweet by the way.

Subject: Re: C&C_Mario64
Posted by jamiejrg on Wed, 20 Jun 2007 21:31:34 GMT

Can you link us to the tools you use to extract things from roms?

Subject: Re: C&C_Mario64
Posted by Oblivion165 on Wed, 20 Jun 2007 22:34:53 GMT

It's built into the Nemu64 emulator video plugin. Nemu64 is a terrible emulator compared to project 64. Sadly the video plugin isn't compatible with pj64 but it is with 1964 which is a slightly better emulator than nemu.

Subject: Re: C&C_Mario64
Posted by havoc9826 on Wed, 20 Jun 2007 22:38:26 GMT
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Jerad Gray wrote on Wed, 20 June 2007 09:17GrayWolf wrote on Tue, 19 June 2007 01:29I said
that in my original post so if your trying to get on me for claiming this is my work stop. I Ripped
the models and textures from mario64.

I have been working on this for 3 days now.
I don't suppose you could do me a favor and get all the level models from Zelda ocarina of time,
and send them to me (you don't have to send the textures I just need the floor plan).

It looks sweet by the way.
Are the floorplans from http://www.zelda.com/ocarina/background.html what you're looking for?

Subject: Re: C&C_Mario64
Posted by Canadacdn on Thu, 21 Jun 2007 00:51:29 GMT
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Oblivion165 wrote on Wed, 20 June 2007 17:34It's built into the Nemu64 emulator video plugin.
Nemu64 is a terrible emulator compared to project 64. Sadly the video plugin isn't compatible with
pj64 but it is with 1964 which is a slightly better emulator than nemu.

Yeah, Nemu64 sucks balls, but its the only program I know how to use to get N64 models into
Renegade.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Thu, 21 Jun 2007 01:42:24 GMT
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I use 1964. I use pj64 if I want to play a game and 1964 if I want to take stuff from a game.

Subject: Re: C&C_Mario64
Posted by JasonKnight on Thu, 21 Jun 2007 03:00:58 GMT
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GrayWolf wrote on Wed, 20 June 2007 20:42I use 1964. I use pj64 if I want to play a game and
1964 if I want to take stuff from a game.

If you make just a map with the original level on it, I would love to turn it into a multiplayer
deathmatch for you with spawnpoints and weapon pick up and secerets and everything.

Or just work with the whole thing and just have it lock everyone into the 1st level location blocking
off the warp block that takes you into the castle.

I will see what I can do tonight a little and have some fun with it but yewa, Making each level as a death match level would be freakin cool as hell.

But also places like Zelda OoT like the Koriki Forest, the area outside the castle, in the castle, the village int he castle walls, the village at the mountains, the gorgons layer, the (cant remember there names zorons?) fish peoples layer, the forgotten forest, Hell even makeing a huge level of the Hyrule field a C&C map with bases at each end of it... all of that would be cool as hell.

Subject: Re: C&C_Mario64
Posted by jamiejrg on Thu, 21 Jun 2007 03:03:43 GMT
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Canadacdn wrote on Wed, 20 June 2007 19:51Oblivion165 wrote on Wed, 20 June 2007 17:34It's built into the Nemu64 emulator video plugin. Nemu64 is a terrible emulator compared to project 64. Sadly the video plugin isn't compatible with pj64 but it is with 1964 which is a slightly better emulator than nemu.

Yeah, Nemu64 sucks balls, but its the only program I know how to use to get N64 models into Renegade.

I have been running it for the past 10 minutes now and i have no idea how to rip stuff yet. Care to explain?

Subject: Re: C&C_Mario64
Posted by Sn1per74* on Thu, 21 Jun 2007 04:17:34 GMT
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A nintendo 64 mod would be cool. Have a whole bunch of ripped level from various game put into a .zip with weapons from the game that the map is from.

Subject: Re: C&C_Mario64
Posted by thrash300 on Thu, 21 Jun 2007 05:20:53 GMT
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IronWarrior wrote on Tue, 19 June 2007 10:12Maps like this is when I wish that Renegade could download maps auto on joining servers...

Coulden't Somebody Make A Program Like That?

Subject: Re: C&C_Mario64
Posted by IronWarrior on Thu, 21 Jun 2007 05:34:55 GMT
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thrash300 wrote on Thu, 21 June 2007 00:20IronWarrior wrote on Tue, 19 June 2007 10:12Maps like this is when I wish that Renegade could download maps auto on joining servers...

Coulden't Somebody Make A Program Like That?

Yeah they could, I heard that someone did infact, dont know who did, silent killer or someone?

Aww, things would be so fucking simple, if EA would release one last patch for the game.

Subject: Re: C&C_Mario64
Posted by _SSnipe_ on Thu, 21 Jun 2007 07:54:51 GMT
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tehn lets get everyone to write them about a new one and waht we want till they listen

---

Subject: Re: C&C_Mario64
Posted by reborn on Thu, 21 Jun 2007 08:04:14 GMT
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IronWarrior wrote on Thu, 21 June 2007 01:34Yeah they could, I heard that someone did infact

The closest thing I have heard of is a clone of wolapi and the same software that EA used on the server.
This woul dmean people would have to downlaod the new wolapi file, but it means you could release patches in the same way EA did.
This is not 100% server side as you would need the hack wolapi file, and also it is nowhere near download on demand when joining the server.

Have you heard of something different? And if so who do I need to be talking too?

Subject: Re: C&C_Mario64
Posted by OWA on Thu, 21 Jun 2007 11:33:50 GMT
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If someone gets the source code and some rights then they could release their own patches.

Subject: Re: C&C_Mario64
Posted by Sn1per74* on Thu, 21 Jun 2007 14:37:20 GMT
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Oblivion165 wrote on Tue, 19 June 2007 15:18I would be perfectly willing to write the code again. The only problem is that someone would have to be willing to let me work with them along side their server managers.

I could easily write a program to handle the maps if a string could be passed in a shell.

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I got the hosting ability and all the bandwidth, not to mention my map collection.

EDIT: I'm sure johnny could write up some code in bhs that could grab the necessary data when the server is clicked.

Hell, they wouldn't need me at all really.
Did you guys not read the entire thread? We already said who did it. He wrote it but doesn't have it anymore.

Subject: Re: C&C_Mario64
Posted by Canadacdn_ on Thu, 21 Jun 2007 15:23:24 GMT
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N64 is ghey lol XB360 fo liefff!

Subject: Re: C&C_Mario64
Posted by IronWarrior on Thu, 21 Jun 2007 15:35:22 GMT
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Reborn wrote on Thu, 21 June 2007 03:04IronWarrior wrote on Thu, 21 June 2007 01:34Yeah they could, I heard that someone did infact

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This is not 100% server side as you would need the hack wolapi file, and also it is nowhere near download on demand when joining the server.

Have you heard of something different? And if so who do I need to be talking too?

Oh no, I heard this from you, lol, but couldnt remember all the facts, I thought you named someone.

Subject: Re: C&C_Mario64
Posted by BlueThen on Thu, 21 Jun 2007 16:25:12 GMT
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thrash300 wrote on Thu, 21 June 2007 00:20IronWarrior wrote on Tue, 19 June 2007 10:12Maps like this is when I wish that Renegade could download maps auto on joining servers...

Coulden't Somebody Make A Program Like That?
I'm guessing. But it'd probably take a LONG time for a single game to load because each person has to download the map, which could be up to many MB.

Subject: Re: C&C_Mario64
Posted by Viking on Thu, 21 Jun 2007 17:22:28 GMT
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IronWarrior wrote on Thu, 21 June 2007 00:34thrash300 wrote on Thu, 21 June 2007 00:20IronWarrior wrote on Tue, 19 June 2007 10:12Maps like this is when I wish that Renegade could download maps auto on joining servers...

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Yeah they could, I heard that someone did infact, dont know who did, silent killer or someone?

Aww, things would be so fucking simple, if EA would release one last patch for the game.

Or just give jonwil the source code. That would be his best day ever if he got that!   Or maybe if he got 100 hot chicks chasing him around and striping their clothes off?

Subject: Re: C&C_Mario64
Posted by Di3HardNL on Thu, 21 Jun 2007 18:18:30 GMT
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nicely done Hero2112/Graywolf!

But i thought you already transformed the ZELDA OOT to renegade?
Through this link you sended a video of it:

---

http://non00bs-forums.ren-archive.com//index.php?showtopic=6903

do you still have that?

Subject: Re: C&C_Mario64
Posted by GrayWolf on Thu, 21 Jun 2007 20:39:50 GMT
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yeah I did that but my hard drive broke when I was working on it. I lost everything, and besides I was doing it differently. Less productive and crappier textures.

Subject: Re: C&C_Mario64
Posted by Jerad2142 on Fri, 22 Jun 2007 00:32:31 GMT
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havoc9826 wrote on Wed, 20 June 2007 16:38Jerad Gray wrote on Wed, 20 June 2007 09:17GrayWolf wrote on Tue, 19 June 2007 01:29I said that in my original post so if your trying to get on me for claiming this is my work stop. I Ripped the models and textures from mario64.

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It looks sweet by the way.
Are the floorplans from http://www.zelda.com/ocarina/background.html what you're looking for?
Yes but I asked the incorrect question. I should have asked for the out door terrain, not floor plans. So you answered my question core ct, I just asked the wrong question. Actually you answered 2 questions, I know know that I have the master quest, and not just the normal version.

Subject: Re: C&C_Mario64
Posted by jamiejrg on Fri, 22 Jun 2007 19:20:59 GMT
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jamiejrg wrote on Wed, 20 June 2007 22:03Canadacdn wrote on Wed, 20 June 2007 19:51Oblivion165 wrote on Wed, 20 June 2007 17:34It's built into the Nemu64 emulator video plugin. Nemu64 is a terrible emulator compared to project 64. Sadly the video plugin isn't compatible with pj64 but it is with 1964 which is a slightly better emulator than nemu.

Yeah, Nemu64 sucks balls, but its the only program I know how to use to get N64 models into Renegade.

I have been running it for the past 10 minutes now and i have no idea how to rip stuff yet. Care to explain?

I still have no idea how the ripping is done.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Fri, 22 Jun 2007 19:53:56 GMT
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jamiejrg wrote on Fri, 22 June 2007 14:20jamiejrg wrote on Wed, 20 June 2007 22:03Canadacdn wrote on Wed, 20 June 2007 19:51Oblivion165 wrote on Wed, 20 June 2007 17:34It's built into the Nemu64 emulator video plugin. Nemu64 is a terrible emulator compared to project 64. Sadly the video plugin isn't compatible with pj64 but it is with 1964 which is a slightly better emulator than nemu.

Yeah, Nemu64 sucks balls, but its the only program I know how to use to get N64 models into Renegade.

I have been running it for the past 10 minutes now and i have no idea how to rip stuff yet. Care to explain?

I still have no idea how the ripping is done.

http://www.emutalk.net/showthread.php?t=21092 Here bud here is how I figured it out.

Subject: Re: C&C_Mario64
Posted by jamiejrg on Fri, 22 Jun 2007 23:43:15 GMT
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I made the directoy they suggested then checked export VRML in the video option. The game fps slowed right down but other than that nothing happened.

Jamie

Subject: Re: C&C_Mario64
Posted by GrayWolf on Sat, 23 Jun 2007 01:25:30 GMT
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Play the game until you get to the point you want to get the models and textures from. Then click on the export vrml, then go back to the game it will be slow. click on the pause button. then go back to the settings and uncheck the export vrml then go back to the game and resume play then your model and textures should be in the folder.

Subject: Re: C&C_Mario64
Posted by jamiejrg on Sat, 23 Jun 2007 03:48:14 GMT
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Awesome, I'll try that.

Thanks,
Jamie

Subject: Re: C&C_Mario64
Posted by jamiejrg on Sat, 23 Jun 2007 14:38:36 GMT
View Forum Message <> Reply to Message

Works great thanks alot graywolf

Subject: Re: C&C_Mario64
Posted by Jerad2142 on Sat, 23 Jun 2007 17:11:34 GMT
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GrayWolf wrote on Fri, 22 June 2007 13:53http://www.emutalk.net/showthread.php?t=21092
Here bud here is how I figured it out.
Did I just over look the post with the download to the ripper? If so what page is it on, if not, where
can we find one.

Subject: Re: C&C_Mario64
Posted by jamiejrg on Sat, 23 Jun 2007 20:53:43 GMT
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You will need the emulator from this site,

http://www.nemu.com/

And grab the second dll on the first page of that thread you have in your post. Then follow the
instructions graywolf gave us and it should work great.

Subject: Re: C&C_Mario64
Posted by havoc9826 on Fri, 27 Jul 2007 01:58:06 GMT
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bump... Are you still working on this?

Subject: Re: C&C_Mario64
Posted by GrayWolf on Fri, 27 Jul 2007 19:52:49 GMT
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no not really lol. I still have all the files. I've gotten a little bit more done than what is in the map I released. It's just so time consuming.   Should I still work on it? I mean I kind of lost my drive or motivation.

Subject: Re: C&C_Mario64
Posted by Oblivion165 on Fri, 27 Jul 2007 20:02:48 GMT
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I would just release what you have then. Full lvl and Ill animate those elevators and cannon balls.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Fri, 27 Jul 2007 20:14:41 GMT
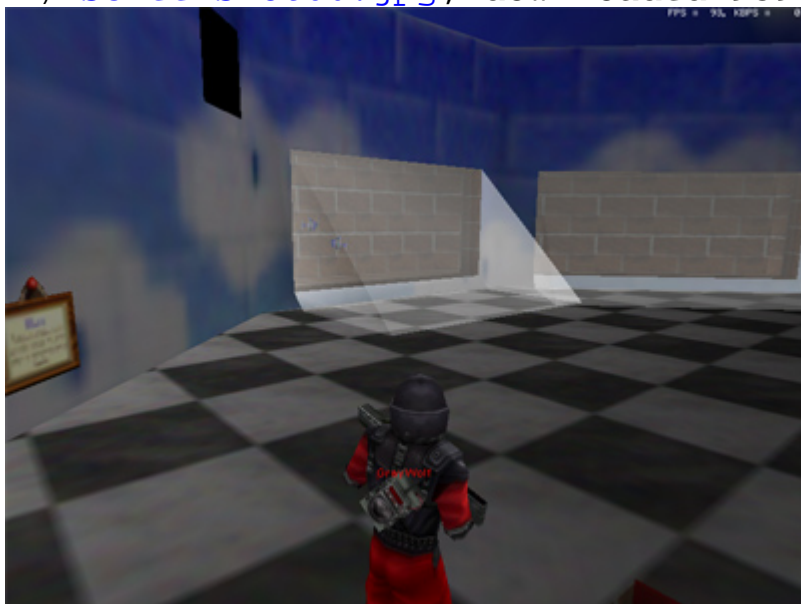View Forum Message <> Reply to Message

ya know what I think I'm going to do a little bit more, fix it up a little, then release it.

Could you also do the animation for the fish in the picture?

File Attachments
1) ScreenShot06.jpg, downloaded 959 times

Subject: Re: C&C_Mario64
Posted by Oblivion165 on Fri, 27 Jul 2007 20:17:33 GMT
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Sure, I wont guarantee a perfect life like simulation but I think I can make it look good enough.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Fri, 27 Jul 2007 20:26:00 GMT
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they dont have to be perfect. they dont even have to be good. lol in mario they swim in a circle.

Subject: Re: C&C_Mario64
Posted by Veyrdite on Sat, 28 Jul 2007 23:06:13 GMT
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geez, i was confused when i played the mario level, to find out all i had to do was rename it to .pkg darnt.

what could you run on the textures to give them more quality/resizing them and running a program to make them less blury.

Scale down the level, i repeat, scale down the level.

Subject: Re: C&C_Mario64
Posted by Canadacdn on Sat, 28 Jul 2007 23:18:48 GMT
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dthdealer wrote on Sat, 28 July 2007 18:06geez, i was confused when i played the mario level, to find out all i had to do was rename it to .pkg darnt.

what could you run on the textures to give them more quality/resizing them and running a program to make them less blury.

Scale down the level, i repeat, scale down the level.

Uh, it's an N64 game, and the textures are like, 10x10. I don't think you really have an option to improve the quality of them.

Subject: Re: C&C_Mario64
Posted by JPNOD on Sat, 28 Jul 2007 23:37:46 GMT
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Now this is nostalgy

Subject: Re: C&C_Mario64
Posted by nodelites on Sat, 28 Jul 2007 23:48:22 GMT
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Viking wrote on Tue, 19 June 2007 15:12Link is cooler!!!

Samus is cooler then all

Subject: Re: C&C_Mario64
Posted by GrayWolf on Sun, 29 Jul 2007 04:36:56 GMT
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I don't know how I'm suppose to improve the textures. There is like 250 of them.

Subject: Re: C&C_Mario64
Posted by Oblivion165 on Sun, 29 Jul 2007 13:22:28 GMT
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Most are duplicates, you would have to go through the entire map and apply the single texture to all the different texture locations.

A.K.A too much work and not worth it.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Sun, 29 Jul 2007 19:17:59 GMT
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yeah thats what im thinking...

btw im almost done.

Subject: Re: C&C_Mario64
Posted by Viking on Sun, 29 Jul 2007 22:36:08 GMT

I want it NOW!!!

Subject: Re: C&C_Mario64
Posted by Oblivion165 on Thu, 02 Aug 2007 18:41:11 GMT

We gonna do this thing or what?

Subject: Re: C&C_Mario64
Posted by GrayWolf on Thu, 02 Aug 2007 21:11:32 GMT

It's almost done. I ran in to a few little problems but I got them all worked out now. I'll be done by tomorrow.

Subject: Re: C&C_Mario64
Posted by IronWarrior on Thu, 02 Aug 2007 21:55:29 GMT

GrayWolf wrote on Thu, 02 August 2007 16:11It's almost done. I ran in to a few little problems but I got them all worked out now. I'll be done by tomorrow.

So what be the aim of the map?

Subject: Re: C&C_Mario64
Posted by Veyrdite on Fri, 03 Aug 2007 10:04:27 GMT

i guess people will serverside it as a coop

Subject: Re: C&C_Mario64
Posted by IronWarrior on Fri, 03 Aug 2007 12:39:19 GMT

dthdealer wrote on Fri, 03 August 2007 05:04i guess people will serverside it as a coop

Or Deathmatch.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Sat, 04 Aug 2007 13:42:16 GMT
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I finished the map... kinda of.
So far I have the entire castle done and the bomb level.

Maybe put the gdi base inside the bomb level. Then put the nod base inside another level. What do you think, and what level?

Or should I just make it a death match?

___

Subject: Re: C&C_Mario64
Posted by JasonKnight on Sat, 04 Aug 2007 14:58:09 GMT
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GrayWolf wrote on Sat, 04 August 2007 08:42I finished the map... kinda of.
So far I have the entire castle done and the bomb level.

Maybe put the gdi base inside the bomb level. Then put the nod base inside another level. What do you think, and what level?

Or should I just make it a death match?

I like the idea of deathmatch, but I also like the idea of taking each individual level (individual mario level) and making their own set map for a deathmatch server

and have the maps cycle in sequence to Mario 64.

GrayWolf wrote on Sat, 28 July 2007 23:36I don't know how I'm suppose to improve the textures. There is like 250 of them.

You could also get those High Res texture packs that poeple have for ROMS. extract the textures and replace them where they belong.

___

Subject: Re: C&C_Mario64
Posted by GrayWolf on Sat, 04 Aug 2007 15:16:53 GMT
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JasonKnight wrote on Sat, 04 August 2007 16:58

GrayWolf wrote on Sat, 28 July 2007 23:36I don't know how I'm suppose to improve the textures. There is like 250 of them.

You could also get those High Res texture packs that poeple have for ROMS. extract the textures and replace them where they belong.

Good idea bro.

Subject: Re: C&C_Mario64
Posted by Sn1per74* on Sat, 04 Aug 2007 15:24:53 GMT
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Just wondering, is this legal? I don't see how it can be.

Subject: Re: C&C_Mario64
Posted by JasonKnight on Sat, 04 Aug 2007 15:29:18 GMT
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Sn1per74* wrote on Sat, 04 August 2007 10:24Just wondering, is this legal? I don't see how it can be.

If nintendo don't like it they will simply request that he does not upload it to any website. But I honestly do not see what the problem is.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Sat, 04 Aug 2007 16:08:47 GMT
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I'm not making any money off of this. It's just a fan project. It's fine as long as I don't charge money for it or try and sell it.

Subject: Re: C&C_Mario64
Posted by Sn1per74* on Sat, 04 Aug 2007 18:06:27 GMT
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Then why do you have to ask permission to make mods of other games and movies if people aren't going to be making money off of the mod? EX: Star Wars Mod.

Subject: Re: C&C_Mario64
Posted by havoc9826 on Sat, 04 Aug 2007 18:22:16 GMT
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My guess is that anything that doesn't qualify as a parody of such a franchise could reflect negatively on that franchise should the quality not be up to that franchise's standards, and the

legal, accounting, and marketing departments would be actively opposed to anything that would affect sales and reputation, regardless of whether it's distributed commercially or for free. There are also probably some complications with intellectual property and copyright laws, but I'm not about to sift through Title 17 and the imopssibly huge amount of related litigation to find them all myself.

Subject: Re: C&C_Mario64
Posted by jamiejrg on Sat, 04 Aug 2007 18:34:50 GMT
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The only reason you have to ask permission when making a mod based on another game is because the company that created the game owns the 'idea' or that specific game universe. Along with that, they own the right to expand that universe, be it with another game or with other media such as movies or plays etc.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Sat, 04 Aug 2007 21:57:24 GMT
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Well legal or not I'm pretty sure Nintendo will never even know about it and if they do I'm sure they don't care. There is that Zelda 64 Halo mod, that's a lot more popular than this is. If you want to know about the legality of this mod email Nintendo. Or better yet don't and just forget about it.

Oh and also I'm going to be away for about 3 days I'll post what I have then.

Subject: Re: C&C_Mario64
Posted by Sn1per74* on Sat, 04 Aug 2007 22:40:15 GMT
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I'm not gonna tell them. I was just speaking out of pure curiosity.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Tue, 07 Aug 2007 03:26:05 GMT
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I have it all finished now what should I do?

I tryed adding bases to the map but its really hard to make both sides fair so thats not going to work. Should I just make some weapon spawn and increase the units jump ability and the units speed a tad bit and release it or what?

Subject: Re: C&C_Mario64
Posted by IronWarrior on Tue, 07 Aug 2007 04:47:30 GMT
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GrayWolf wrote on Mon, 06 August 2007 22:26I have it all finished now what should I do?

I tryed adding bases to the map but its really hard to make both sides fair so thats not going to work. Should I just make some weapon spawn and increase the units jump ability and the units speed a tad bit and release it or what?

Add a Barracks/Hand of Nod and a REF for both sides.

Fair, buildings are small enough to be put somewhere.

Lets get it on!

Or empty map to be made into a deathmatch.

Or do two versions.

Subject: Re: C&C_Mario64
Posted by Cpo64 on Wed, 08 Aug 2007 02:30:46 GMT
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Would need to see how you layed out the map to suggest a way to make a "C&C" type mode work, otherwise, deathmatch is good

---

Subject: Re: C&C_Mario64
Posted by havoc9826 on Sun, 12 Aug 2007 02:54:56 GMT
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IronWarrior wrote on Mon, 06 August 2007 21:47GrayWolf wrote on Mon, 06 August 2007 22:26I have it all finished now what should I do?

I tryed adding bases to the map but its really hard to make both sides fair so thats not going to work. Should I just make some weapon spawn and increase the units jump ability and the units speed a tad bit and release it or what?

Add a Barracks/Hand of Nod and a REF for both sides.

Fair, buildings are small enough to be put somewhere.

Lets get it on!

Or empty map to be made into a deathmatch.

Or do two versions.
Instead of actual buildings, maybe you could do something like some other mapper did, and use crates as the buildings and PTs. You could use yellow/red switch blocks as team PTs and stick them next to a blue (barracks) and green (refinery) switch block or something. Just stick textures over the [19_crate_side.dds 19_crate_side2.dds 19_crate_sm_128.dds 19_crate_top.dds] crate or the [cht_cbox_4.dds] crate or the [dsp_woodworld.dds] crate. Not sure how you'd deal with an MCT or any kind of repairs to that, but it would at least look like it belongs there. Just throwing the idea out there. Whatever you choose to do, it'll be fine

Anyway, you can find a download for high-res Mario 64 textures here, and another thread at emutalk.net has some switch blocks on here. You can probably find more texture packs if you search those fourms.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Sun, 12 Aug 2007 20:16:52 GMT
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i already have a bunch of hi-res textures now, and i think im going to refine it a little better and release it as a death match and also release the models and the level editor save so people can do whatever they want with it.

Subject: Re: C&C_Mario64
Posted by Gen_Blacky on Mon, 13 Aug 2007 03:19:30 GMT
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GrayWolf wrote on Sun, 12 August 2007 16:16i already have a bunch of hi-res textures now, and i think im going to refine it a little better and release it as a death match and also release the models and the level editor save so people can do whatever they want with it.

Nice That will be sweet

Subject: Re: C&C_Mario64
Posted by ParasolKirby on Mon, 13 Aug 2007 23:24:34 GMT
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I just played it, and it looks pretty good! However, this doesn't mean that it will be fun to play online. There are a few areas that infantry are stuck in if they go in (cannon holes anyone?). These need to either be plugged or the infantry need to be able to jump out. Or they could just be pitfalls of doom...Vehichles are a definete no-no here, but C&C mode could work if certain worlds were assigned to each side...Imagine going through the Bowser in the Sky level to assault the Hand of Nod at the top! I would say there shouldn't be any base defense, but there should be a ref and the barracks/hon for each side. Mabye a power plant, just to claim more worlds for each side. Yeah, the jump ability will definetly have to be increased. Imagine the horror that is Rainbow Cruise without jump! o.0

Subject: Re: C&C_Mario64
Posted by GrayWolf on Tue, 14 Aug 2007 05:44:03 GMT
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I've run into a few problems.

My first problem is this map isn't really big enough too put buildings in, *well at least not comfortably.*

I could make it bigger, but that would mess up all the lighting work i did so I really don't want to do that.

Also how am I going to make my characters jump higher? I know how to do it after you purchase a character but when you get your normal spawned character he is going to jump as high as the game default, until you buy a new character at the purchase terminal.
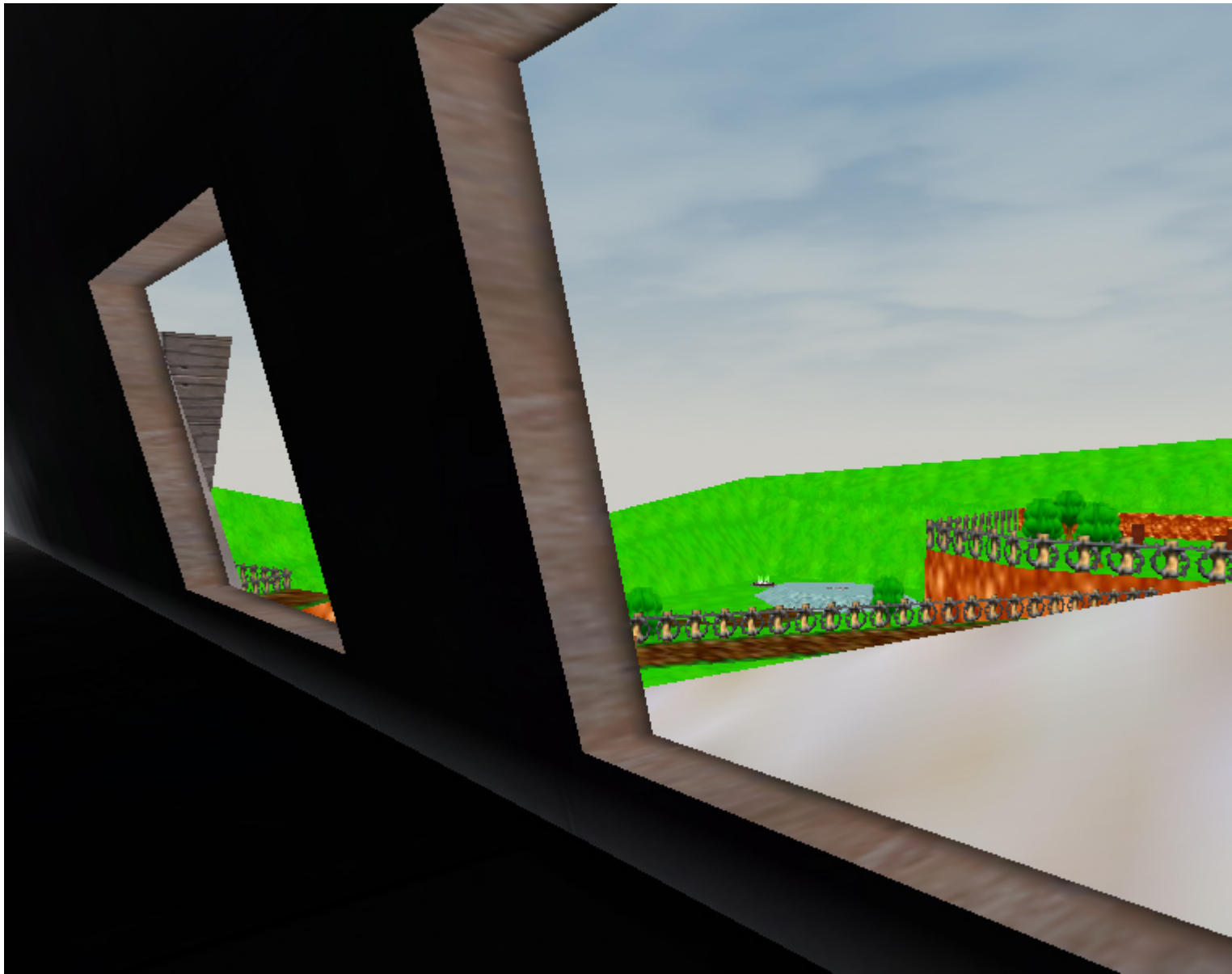
File Attachments
1) 1.jpg, downloaded 987 times

2) 2.jpg, downloaded 993 times

3) 3.jpg, downloaded 971 times

4) 4.jpg, downloaded 973 times

Subject: Re: C&C_Mario64
Posted by Tunaman on Tue, 14 Aug 2007 11:16:23 GMT
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You can change the spawn character using scripts.. I forgot which one it was, sry. :\ I'll look after I wake up

---

Subject: Re: C&C_Mario64
Posted by ParasolKirby on Tue, 14 Aug 2007 17:51:05 GMT
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Wow, those buildings are big! Mabye you could just make all the "rules" posters purchase terminals...

Subject: Re: C&C_Mario64
Posted by SWNight on Tue, 14 Aug 2007 17:54:20 GMT
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Couldn't you just make the buildings smaller? But you wont be able to enter them though...

Subject: Re: C&C_Mario64
Posted by Gen_Blacky on Tue, 14 Aug 2007 19:57:25 GMT
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someone needs get some mario characters in this

Subject: Re: C&C_Mario64
Posted by SWNight on Tue, 14 Aug 2007 20:51:41 GMT
View Forum Message <> Reply to Message

Gen_Blacky wrote on Tue, 14 August 2007 14:57someone needs get some mario characters in this

Yeah.

Subject: Re: C&C_Mario64
Posted by Gen_Blacky on Tue, 14 Aug 2007 20:54:01 GMT
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mario can have like a rocket launcher and blow people up.

Subject: Re: C&C_Mario64
Posted by jamiejrg on Wed, 15 Aug 2007 00:05:37 GMT
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Rigging short characters with a tall skeleton is utter ballz.

Great work so far. Did you have to apply the textures again to every mesh?

Jamie

Subject: Re: C&C_Mario64
Posted by GrayWolf on Wed, 15 Aug 2007 03:46:39 GMT
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jamiejrg wrote on Tue, 14 August 2007 19:05
Great work so far. Did you have to apply the textures again to every mesh?

Jamie

Yeah that's what took so long.

Subject: Re: C&C_Mario64
Posted by jamiejrg on Thu, 16 Aug 2007 00:28:01 GMT
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GrayWolf wrote on Tue, 14 August 2007 22:46jamiejrg wrote on Tue, 14 August 2007 19:05
Great work so far. Did you have to apply the textures again to every mesh?

Jamie

Yeah that's what took so long.

Wow, i tried doing it and i nearly went insane.

Props.

Jamie

Subject: Re: C&C_Mario64
Posted by bisen11 on Thu, 16 Aug 2007 06:40:50 GMT
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I'd suggest just making custom buildings. Maybe not even bother with making stuff you can enter and just making things like flags or maybe MArio like items. Like a Bowser statue could be HON or something.

Subject: Re: C&C_Mario64
Posted by R315r4z0r on Thu, 16 Aug 2007 07:05:07 GMT
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Do do do dodododo

(dododedo)
DO do do dodododo
(dododedodo)
Do do do dododedo
Do do de doo de do da do de doo dee doo doooo dooooooooo

(Castle music)

Subject: Re: C&C_Mario64
Posted by havoc9826 on Thu, 16 Aug 2007 08:26:51 GMT
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bisen11 wrote on Wed, 15 August 2007 23:40I'd suggest just making custom buildings. Maybe not even bother with making stuff you can enter and just making things like flags or maybe MArio like items. Like a Bowser statue could be HON or something.
I already suggested using crates retextured to look like switch blocks to act as PTs or buildings...

Subject: Re: C&C_Mario64
Posted by GrayWolf on Fri, 17 Aug 2007 21:29:52 GMT
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I want to get this done, How do I make it so my spawns can jump higher?

Subject: Re: C&C_Mario64
Posted by jamiejrg on Sat, 18 Aug 2007 03:24:07 GMT
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Isn't there a gravity co-efficient?

Jamie

Subject: Re: C&C_Mario64
Posted by GrayWolf on Mon, 20 Aug 2007 01:21:30 GMT
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GrayWolf wrote on Fri, 17 August 2007 16:29I want to get this done, How do I make it so my spawns can jump higher?
Bump please help.

Subject: Re: C&C_Mario64

Posted by Oblivion165 on Mon, 20 Aug 2007 01:24:53 GMT
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CnC_GDI_MiniGunner_0
CnC_Nod_MiniGunner_0

Change the jump velocity to something higher than 5.5

Subject: Re: C&C_Mario64
Posted by GrayWolf on Mon, 20 Aug 2007 02:34:12 GMT
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Oblivion165 wrote on Sun, 19 August 2007 20:24CnC_GDI_MiniGunner_0
CnC_Nod_MiniGunner_0

Change the jump velocity to something higher than 5.5

Thats not working, that works for characters bought at the purchase terminal but not the spawn
characters.

Subject: Re: C&C_Mario64
Posted by Oblivion165 on Mon, 20 Aug 2007 02:49:50 GMT
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Hmm, works for me...not sure what to tell you.

Subject: Re: C&C_Mario64
Posted by BlazeDragoon on Mon, 20 Aug 2007 02:56:14 GMT
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There is a JFW_ script for your problem with the spawn ones. Forget what it is off the top of my
head tho.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Mon, 20 Aug 2007 03:12:32 GMT
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Well I still can't figure it out. I don't want to make a pkg. If I can't figure it out soon I'm just going
to half ass the rest of it and release a shitty copy and just be done with it.

Subject: Re: C&C_Mario64
Posted by GrayWolf on Thu, 13 Sep 2007 00:41:49 GMT
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yeah its done i just dont know what to do with it now... make a death match or squeeze some buildings in and still have problem with guys jumping.

Subject: Re: C&C_Mario64
Posted by IronWarrior on Thu, 13 Sep 2007 04:03:47 GMT
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GrayWolf wrote on Wed, 12 September 2007 19:41yeah its done i just dont know what to do with it now... make a death match or squeeze some buildings in and still have problem with guys jumping.

If you gonna make a deathmatch outta it, put zillions of weapons, armour and health spawns all over and few vehicles.

No PTs, they ruin deathmatch games.

But still, I'll think you should release two versions.

One AOW type, add some minibuildings and one open type that can be used for DeathMatch games.

Subject: Re: C&C_Mario64
Posted by mrÃ£Ã§Ä·z   on Thu, 13 Sep 2007 04:07:12 GMT
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Yea

Subject: Re: C&C_Mario64
Posted by GrayWolf on Thu, 13 Sep 2007 05:52:08 GMT
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I'll release it as soon as someone tells me how to make my spawns jump higher. Everything is done except that.

Subject: Re: C&C_Mario64
Posted by FireRescue343 on Thu, 13 Sep 2007 21:37:27 GMT
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lol nice job!

Subject: Re: C&C_Mario64
Posted by thrash300 on Mon, 07 Jan 2008 22:12:37 GMT
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SSnipe wrote on Thu, 21 June 2007 02:54tehn lets get everyone to write them about a new one and waht we want till they listen

How About That?.

Subject: Re: C&C_Mario64
Posted by bisen11 on Tue, 08 Jan 2008 13:54:37 GMT
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JFW_Change_Spawn_Character (changes what characters players spawn as)
 Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
 Character (the character to change to)
The character name to change to must not be longer than 24 characters (because thats the length of the memory area used to store the character name)

Try that.

Subject: Re: C&C_Mario64
Posted by Blazea58 on Tue, 08 Jan 2008 14:29:14 GMT
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heck if you don't figure it out, just make a tiny spawn room for each team that makes players use a poke style pt on the wall to both get a character and teleport outside of that room into the start outside or whatever
 I just want to see this thing complete, looked fun in ren from the first small test.

Subject: Re: C&C_Mario64
Posted by thrash300 on Wed, 09 Jan 2008 18:21:27 GMT
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thrash300 wrote on Mon, 07 January 2008 16:12SSnipe wrote on Thu, 21 June 2007 02:54tehn lets get everyone to write them about a new one and waht we want till they listen

How About That?.

Bump I Think.

Subject: Re: C&C_Mario64
Posted by thrash300 on Sat, 12 Jan 2008 20:38:23 GMT
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thrash300 wrote on Wed, 09 January 2008 12:21thrash300 wrote on Mon, 07 January 2008
16:12SSnipe wrote on Thu, 21 June 2007 02:54tehn lets get everyone to write them about a new
one and waht we want till they listen

How About That?.

Bump I Think.

Bump I Think The Second Time I Think.

Subject: Re: C&C_Mario64
Posted by crazfulla on Sat, 12 Jan 2008 22:03:26 GMT
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thrash300 wrote on Wed, 09 January 2008 12:21thrash300 wrote on Mon, 07 January 2008
16:12SSnipe wrote on Thu, 21 June 2007 02:54tehn lets get everyone to write them about a new
one and waht we want till they listen

How About That?.

Bump I Think.
Post count +1 I think

Subject: Re: C&C_Mario64
Posted by Gen_Blacky on Sun, 13 Jan 2008 07:48:02 GMT
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i wanna turn this into a dm map with weapons placed all over and other extras.

Subject: Re: C&C_Mario64
Posted by IAmFenix on Sat, 16 Feb 2008 03:35:44 GMT
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You need to release this ASAP

Subject: Re: C&C_Mario64
Posted by rhuarc on Sat, 16 Feb 2008 05:31:07 GMT
View Forum Message <> Reply to Message

---

geuss he never said it in this forum but he went to airforce training and has been gone since like november i think

so yea...

Subject: Re: C&C_Mario64
Posted by Gen_Blacky on Mon, 18 Feb 2008 20:38:43 GMT
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doomkid21 wrote on Fri, 15 February 2008 21:35You need to release this ASAP

he did release it

Subject: Re: C&C_Mario64
Posted by Muad Dib15 on Tue, 19 Feb 2008 02:32:10 GMT
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Where did he put it?

Subject: Re: C&C_Mario64
Posted by havoc9826 on Tue, 19 Feb 2008 05:18:21 GMT
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I don't think he ever released the updated version. The older version's still attached to the very first post in this thread.

Subject: Re: C&C_Mario64
Posted by FireRescue343 on Fri, 22 Feb 2008 21:26:09 GMT
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make it so u can open the doors

Subject: Re: C&C_Mario64
Posted by Jerad2142 on Sat, 23 Feb 2008 00:07:21 GMT
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GrayWolf wrote on Sun, 19 August 2007 20:34Oblivion165 wrote on Sun, 19 August 2007 20:24CnC_GDI_MiniGunner_0
CnC_Nod_MiniGunner_0

Change the jump velocity to something higher than 5.5

Thats not working, that works for characters bought at the purchase terminal but not the spawn characters.
I bet Oblivion was using a pkg and your using a mix.

Subject: Re: C&C_Mario64
Posted by rhuarc on Sat, 23 Feb 2008 05:21:55 GMT
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havoc9826 wrote on Mon, 18 February 2008 23:18I don't think he ever released the updated version. The older version's still attached to the very first post in this thread.

well all i saw was pictures..
but heres the link from jelly forums
http://www.mediafire.com/?bzb3jmtemzg

Jerad Gray wrote on Fri, 22 February 2008 18:07
I bet Oblivion was using a pkg and your using a mix.

no he used .pkg. . .