
Subject: Building Structures, Engineers, More Teams, Allied Teams, Persistent Maps, PHP Stats

Posted by [F1AScroll](#) on Wed, 04 Mar 2009 00:57:41 GMT

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(Yes, I know this is going to get several facepalms...)

I heard about a mod for Operation Flashpoint called Capture the Island which allows you to build buildings like in Command and Conquer. If a tactical Cold-War-gone-hot based around realism can implement CnC-style building, why can't us fans of Renegade? Can anyone think of any ways to implement building? I can't, but here's an idea, if it helps: make the structure an unenterable vehicle and make it leave a husk upon death. They do leave husks, right? I don't really remember.

And anyone have any idea about capturing buildings? Might make engineers more interesting...

I just had an idea: you know the ctrl+? and alt+? teamspeak menus? An additional teamspeak that varies by class ("Engineering." "Got the plans right here." "Shoot them!!!" for an Engineer, "I got a present for ya!" "That was left handed!" "Real tough guy!" for Havoc) would be awesome.

Scrin is awesome. Black Hand is awesome. Marked of Kane is awesome. Steel Talons is awesome. ZOCOM... sucks. Anyway, having multiple teams would be extremely awesome. I'd like to know if there could be at least 3 teams. Could some of them be allied with each other but not be able to use the same PTs. Could there be a PT for a third side. Truthfully, some aspects of Scrin would be screwed up in Renegade without major reworking, so I'm thinking of having more teams than 3, but I think 3 might be pushing it.

Finally, I'm thinking of a persistent map. Essentially, AI bots take over whenever no one is filling a slot. The map never resets. There are multiple base areas. Whenever a team loses it's base, it temporarily places all spawn points at an ally's base. After 5 minutes of baseless-ness, a MCV arrives at the ally base. You have to protect the MCV, deploy it at a safe spot, and rebuild your base. Assuming the building was figured out, would this be anywhere near possible? I'm planning a mod inspired by Continuum, so having your wins a failures matter would be awesome.

Speaking of MMOs, I'd like the ability to save stats for characters. Of course, I have to be careful to make it so that you aren't infinitely powerful just because you play 24/7 against bots. Maybe just saving their team, class, and money would be good. Kills and death ratio would be good, too.

I know I've essentially babbled for the entire post. Sorry. I haven't been here in a year or two. Glad to hear about Core Patch 3. If any of these have been done already, sorry. Any links to relevant topics would be appreciated. Also, how would you go about assembling a team? I'm not exactly picky. And what would I need to do to make myself not a total n00b?

And yes, I expect 1 or more of these will be impossible. Especially 3 PTs and the custom teamspeak. I welcome your comments and (maybe constructive) criticism. Thank you for reading. I know several people died in the attempt... ;P

EDIT: I saw a post (

<http://www.renegadeforums.com/index.php?t=msg&goto=318491&rid=22328&>

srch=capture+buildings#msg_318491) that gives me an idea of how to handle building a base even without fancy building placement. Deploy a MCV in a script zone and it will build a power plant in 30 seconds, a Barracks/HoN in 60 seconds, etc. For now, I'm proceeding with that plan. Note that I have school in 5 minutes. I'll check out the rest of that thread when I get home.

Subject: Re: Building Structures, Engineers, More Teams, Allied Teams, Persistent Maps, PHP Stats

Posted by [Altzan](#) on Wed, 04 Mar 2009 22:10:35 GMT

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If this is even possible it would be heck to do.

I don't think you would get very far with the teams thing, but the building bases part might work out.

Let's see what other members have to say.

Subject: Re: Building Structures, Engineers, More Teams, Allied Teams, Persistent Maps, PHP Stats

Posted by [jnz](#) on Wed, 04 Mar 2009 22:15:14 GMT

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I just had an idea: you know the ctrl+? and alt+? teamspeak menus? An additional teamspeak that varies by class ("Engineering." "Got the plans right here." "Shoot them!!!" for an Engineer, "I got a present for ya!" "That was left handed!" "Real tough guy!" for Havoc) would be awesome.

That would be fairly trivial with Hooks.dll and the radio hook. You would have to stop server.exe logging it to disk though.

Subject: Re: Building Structures, Engineers, More Teams, Allied Teams, Persistent Maps, PHP Stats

Posted by [bmrue](#) on Thu, 05 Mar 2009 11:43:14 GMT

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Looks to me like a lot of work involved in doing something of such magnitude, but hey, it's very interesting.

Subject: Re: Building Structures, Engineers, More Teams, Allied Teams, Persistent Maps, PHP Stats

Posted by [F1AScroll](#) on Tue, 10 Mar 2009 02:06:47 GMT

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Quick question: Would it be possible to take control away from the player, put some buttons onscreen, and do things when those buttons are pressed so that you can have a fake PT?

Subject: Re: Building Structures, Engineers, More Teams, Allied Teams, Persistent Maps, PHP Stats

Posted by [jnz](#) on Tue, 10 Mar 2009 12:05:55 GMT

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You can already bring up the real PT server-side.

Subject: Re: Building Structures, Engineers, More Teams, Allied Teams, Persistent Maps, PHP Stats

Posted by [F1AScroll](#) on Tue, 10 Mar 2009 20:04:09 GMT

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RoShamBo wrote on Tue, 10 March 2009 08:05 You can already bring up the real PT server-side. Yes, but I want a fake one. Besides, I can't think of any occasions where that would be useful, except for maybe making a non-PT open the menu. Of course, I made a beacon open the PT by setting terminal type to GDI.

By the way, I got garrisonable buildings to work. Take a (copy of a) GDI APC, remove all the torque, acceleration, etc., and you've got yourself a garrisonable building! Yay! That looks like an APC! Boo!

Anyone interested in making models? I'd like one with a civilian building with a minigun like the APC's in the window, and a bunker like the one in RA2 with the same type of gun. Grain Trade Center in Vienna would be nice, too, but nowhere near necessary.

Also, if a vehicle looked like a box with a hole in the side, would you be able to walk through the hole? Just checking.

Subject: Re: Building Structures, Engineers, More Teams, Allied Teams, Persistent Maps, PHP Stats

Posted by [Ethenal](#) on Thu, 12 Mar 2009 04:47:36 GMT

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f1ascroll wrote on Tue, 10 March 2009 15:04 By the way, I got garrisonable buildings to work. Take a (copy of a) GDI APC, remove all the torque, acceleration, etc., and you've got yourself a garrisonable building! Yay! That looks like an APC! Boo!
Renegade already has a garrison system... it's called a door.

Subject: Re: Building Structures, Engineers, More Teams, Allied Teams, Persistent Maps, PHP Stats

Posted by [nikki6ixx](#) on Thu, 12 Mar 2009 04:51:11 GMT

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f1ascroll wrote on Tue, 10 March 2009 14:04

By the way, I got garrisonable buildings to work. Take a (copy of a) GDI APC, remove all the torque, acceleration, etc., and you've got yourself a garrisonable building! Yay! That looks like an APC! Boo!

...wat?

Subject: Re: Building Structures, Engineers, More Teams, Allied Teams, Persistent Maps, PHP Stats

Posted by [F1AScroll](#) on Mon, 16 Mar 2009 02:13:03 GMT

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Ethanal wrote on Thu, 12 March 2009 00:47f1ascroll wrote on Tue, 10 March 2009 15:04By the way, I got garrisonable buildings to work. Take a (copy of a) GDI APC, remove all the torque, acceleration, etc., and you've got yourself a garrisonable building! Yay! That looks like an APC! Boo!

Renegade already has a garrison system... it's called a door.

You call having a door all by itself in the middle of a battlefield a garrisonable building system? Did you by any chance program the health kits in World War II Combat: Road to Berlin?

Anyway, I meant to say a garrisonable building system like in CnC3.
