
Subject: Tiberian is hazardous to your health
Posted by [reborn](#) on Sun, 24 May 2009 18:15:43 GMT
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I never actually played in the Black-cell server when this feature was around, so I am designing this based on hear-say really.

Apparantly a crystal used to grow in the tiberian field, that you could pick-up and take back to your base's refinery for cash. The only thing was, it took your health away whilst holding the tiberian crystal. If your health got too low, then it would turn you into a visceroid.

Also, the value of the crystal depends on how long you allowed it to grow for. I have no idea whether or not there was any actual signs of the crystal growing or not, but I decided to make it that way, so there was a graphical representation of the crystals value.

It's no where near ready, but I thought I'd show a short movie of it because it's pretty cool to watch it grow and pick it up in my opinion.

I'm not sure how it was previously written, but I was thinking of adding some sort of tiberian processing machine to the ref so you could drop it in there...

To be honest, it's the first free time I've had in ages to actually do something, I may not finish it depending on people's reaction.

Movie Link

Subject: Re: Tiberian is hazardous to your health
Posted by [slosha](#) on Sun, 24 May 2009 18:29:04 GMT
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that's pretty kool.. i'd like to see something like that in servers. nice job

Subject: Re: Tiberian is hazardous to your health
Posted by [R315r4z0r](#) on Sun, 24 May 2009 18:35:07 GMT
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That's really cool, nice job!

Subject: Re: Tiberian is hazardous to your health
Posted by [reborn](#) on Sun, 24 May 2009 19:07:21 GMT
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Thanks guys. I was thinking of placing this machine in the refinery, and then when you approach it with the crystal, it collects it and gives your team some credits.

Subject: Re: Tiberian is hazardous to your health
Posted by [The Party](#) on Sun, 24 May 2009 19:08:36 GMT
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That seems easy enough that it might work. However after a while I am sure people will spam this idea so for example all the buildings are gone on the same map except for the bar/hon then they would use the viceroid to regen health and a unlimited ammo powerful weapon.

Subject: Re: Tiberian is hazardous to your health
Posted by [reborn](#) on Sun, 24 May 2009 19:27:47 GMT
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The visceroid has 50 health max, and no armor. The weapon is unlimited, but it has a clip size of 20. Pretty shit unit to be honest.

Subject: Re: Tiberian is hazardous to your health
Posted by [mr£ÄŞÄ-z](#) on Sun, 24 May 2009 19:35:59 GMT
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Hey reborn did you ever played on A T L A N T I S server?

Subject: Re: Tiberian is hazardous to your health
Posted by [reborn](#) on Sun, 24 May 2009 19:40:15 GMT
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I tried it once, some ass-hat kept on destroying my stuff. When I first heard about, it sounded like a nice way to be creative on the server without needing any programming knowledge. In reality it seemed to be a place for stupid little fuckers to get cheap laughs at others frustration. What makes you ask?

Subject: Re: Tiberian is hazardous to your health
Posted by [mr£ÄŞÄ-z](#) on Sun, 24 May 2009 19:48:48 GMT
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I mean all the other stuff, he also has awesome ideas that noone ever here will get you should take some more time on his server, he has some really great stuff:

1) A Tiberium Field, where Tiberium grows also after a time, BUT with a Harvester (Arty with Harv model that cant even shot serverside) you could collect these Tib Crystals and they were gone! and after 20 crystals you need to unload the cash! And the Crystals always grow/spawn back after a time.

2) Did you ever tried the Orca Bomber? its kickass

I wanna say, you always have great ideas with your Plugins, but why dont you open a server (someone else could host) with some nice ideas? just like w4rning has (donna wanna say copy it) but i would be glad to see a server made by you

Subject: Re: Tiberian is hazardous to your health
Posted by [Scrin](#) on Sun, 24 May 2009 20:04:24 GMT
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cool stuff BUT... WHY YOU DONT PLACE ALL THAT SWEET THINGS INTO C&C REBORN'S NEXT RELEASE???

Subject: Re: Tiberian is hazardous to your health
Posted by [Omar007](#) on Sun, 24 May 2009 20:47:16 GMT
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That's some really cool stuff

Subject: Re: Tiberian is hazardous to your health
Posted by [renalpha](#) on Mon, 25 May 2009 07:38:13 GMT
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hey reborn, i recommend you to use a bigger tiberium plant for the ground. Just animate it so it lifts. The sudden replace looks silly but good though.

Subject: Re: Tiberian is hazardous to your health
Posted by [ErroR](#) on Mon, 25 May 2009 09:54:28 GMT
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that's really cool! looks kinda glitchy tho

Subject: Re: Tiberian is hazardous to your health
Posted by [reborn](#) on Mon, 25 May 2009 15:39:12 GMT
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madrackz wrote on Sun, 24 May 2009 15:48 I mean all the other stuff, he also has awesome ideas that noone ever here will get you should take some more time on his server, he has some really great stuff:

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The tib field sounds like a nice idea. Pretty sure you could make a Harvy shoot server-side if you really wanted to... You could probably create an Arty, set the model to a harvy, then attach a turret to the bone, would looks kinda cool maybe..

I have tried an Orca bomber, pretty nice.

I already run a server, the official APB server and reborn server.
As to why I don't run a renegade server.. Well, MP-Gaming does run a mission DM server (I don't have anything to do with it really though), I would like to have a renegade server, however there are three things stopping me. 1) Money 2) Time and 3) No player base.
But I appreciate the vote of confidence. Thankyou.

Omar007 wrote on Sun, 24 May 2009 16:47That's some really cool stuff

Thanks dude, I am trying to make it even better at the moment. Will post another video when I have made some head-way.

renalpha wrote on Mon, 25 May 2009 03:38hey reborn, i recommend you to use a bigger tiberium plant for the ground. Just animate it so it lifts. The sudden replace looks silly but good though.

Granted it does look a little weird. But rather then just lift up one model, I think I will try something else first.

ErroR wrote on Mon, 25 May 2009 05:54that's really cool! looks kinda glitchy tho

The video is just a WIP, I should hopefully be able to address those glitchy looking bugs.

Subject: Re: Tiberian is hazardous to your health
Posted by [LR01](#) on Mon, 25 May 2009 16:51:26 GMT

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nice idea, looks interesting.

(you first damage from tiberian as human then you heal from it as mutant, odd stuff)

can a visceroid pick the crystal up?

Subject: Re: Tiberian is hazardous to your health

Posted by [reborn](#) on Mon, 25 May 2009 19:40:01 GMT

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LR01 wrote on Mon, 25 May 2009 12:51 nice idea, looks interesting.

(you first damage from tiberian as human then you heal from it as mutant, odd stuff)

can a visceroid pick the crystal up?

Well, the idea is, that if you hold the crystal long enough, it'll kill you, but mutate you into a visceroid. Walking on tiberian used to do this to infantry units in Tiberian Sun. Just a little fun, plus I saw in an old DA release it also did this.

A visceroid would be able to pick it up, yeah. I could disable that, but it seems logical that they could. Plus the visceroid is a really lame character to be.

Here is a little update...

Subject: Re: Tiberian is hazardous to your health

Posted by [renalpha](#) on Mon, 25 May 2009 21:25:43 GMT

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looks good.

this looks done now

Subject: Re: Tiberian is hazardous to your health

Posted by [reborn](#) on Mon, 25 May 2009 21:48:53 GMT

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renalpha wrote on Mon, 25 May 2009 17:25 looks good.

this looks done now

Thanks, the ground work is laid now. I have made it configurable in terms of each crystal sizes

credit and point worth, and how much damage should be applied to the holder, as well as how long it takes to spawn the crystal etc etc

However, I now need to find the right locations to spawn the trees for each map, as well as the tiberian processing plants (this is a boring job). I would also like to make this dynamic so it could work for any map by simply filling in some values in the ini file.

I also need to re-think how I am making that tiberian tree pump the gas out. At the moment I am simply creating another tree each time. I was previously destroying the tree then re-creating it, but that seemed to cause a glitch where sometimes it didn't re-spawn. Ideally I would get it to just set the animation frame back to 0 again and replay the anim.

Subject: Re: Tiberian is hazardous to your health
Posted by [Gohax](#) on Tue, 26 May 2009 00:13:21 GMT
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Looks really nice bro. Liking the idea behind it. Should add a little bit more teamwork to the gameplay. I just have one question though:

In the latest video, idk if you had the damage on. But you were a chemtrooper. Will chemtroopers not take damage while picking up the tib crystal? If not, seems like Nod could win that tib crystal battle 99% of the time.

Subject: Re: Tiberian is hazardous to your health
Posted by [reborn](#) on Tue, 26 May 2009 05:06:53 GMT
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Yeah that's right, the chemtrooper doesn't take damage because of his suit. The damage type applied is "TiberiumRaw".
How would you suggest adding a teamwork element to it?

Subject: Re: Tiberian is hazardous to your health
Posted by [futura83](#) on Tue, 26 May 2009 10:21:36 GMT
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reborn wrote on Tue, 26 May 2009 06:06: Yeah that's right, the chemtrooper doesn't take damage because of his suit. The damage type applied is "TiberiumRaw".
How would you suggest adding a teamwork element to it?

By making it so you can't drive or ride in a vehicle with the crystal. Cos that makes it too easy to get back to base with the crystal. It also means, that if people are going for it, they are a lot more vulnerable with it and will need some protection carrying it back.

Subject: Re: Tiberian is hazardous to your health
Posted by [ErroR](#) on Tue, 26 May 2009 16:53:19 GMT
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better, i think, is to make the crystal drop upon getting into a vehicle, and not being able to pick up in a vehicle

Subject: Re: Tiberian is hazardous to your health
Posted by [Omar007](#) on Tue, 26 May 2009 17:02:02 GMT
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insert_name_here wrote on Tue, 26 May 2009 12:21reborn wrote on Tue, 26 May 2009 06:06Yeah that's right, the chemtrooper doesn't take damage because of his suit. The damage type applied is "TiberiumRaw".
How would you suggest adding a teamwork element to it?

By making it so you can't drive or ride in a vehicle with the crystal. Cos that makes it too easy to get back to base with the crystal. It also means, that if people are going for it, they are a lot more vulnerable with it and will need some protection carrying it back.
Like this idea

And nice update

Subject: Re: Tiberian is hazardous to your health
Posted by [futura83](#) on Tue, 26 May 2009 17:29:10 GMT
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Also, on city, make it so that there is 2 crystals; one in each patch, but have it so that the crystals are closer to the road, so no team has an advantage over any of the crystals, as the team who's base it is near will have to go over tiberium for the short route or round it to survive, while the other team will have further to run anyway.

Subject: Re: Tiberian is hazardous to your health
Posted by [Gohax](#) on Tue, 26 May 2009 18:20:28 GMT
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insert_name_here wrote on Tue, 26 May 2009 05:21reborn wrote on Tue, 26 May 2009 06:06Yeah that's right, the chemtrooper doesn't take damage because of his suit. The damage type applied is "TiberiumRaw".
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Basically that. Not allowing people to be able to ride in vehicles while using the tib crystal. It's going to take 2-3 people to be able to bring it back. With the tib damage + people going ot be shooting at you, 8 times out of 10 the first guy that picks up the crystal is going to die. Which it would require a bit of teamwork to get it back to your base.

Subject: Re: Tiberian is hazardous to your health
Posted by [futura83](#) on Tue, 26 May 2009 20:00:02 GMT
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Gohax wrote on Tue, 26 May 2009 19:20insert_name_here wrote on Tue, 26 May 2009 05:21reborn wrote on Tue, 26 May 2009 06:06Yeah that's right, the chemtrooper doesn't take damage because of his suit. The damage type applied is "TiberiumRaw".
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Exactly....means you have to work for it, and can't just randomly grab it if the tiberium field is being contested for.

Subject: Re: Tiberian is hazardous to your health
Posted by [reborn](#) on Tue, 26 May 2009 20:32:58 GMT
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Yeah, that makes allot of sense. I was also linked to some material regarding the old version of this on the BC forums by my buddy havoc9826 and this is also how it was developed there too. Although I must admit I did like the nice shiny crystal stuck to the tank

I will also make it so running over the crystal with a tank destroys the crystal. It's a crystal and fragile after-all.

Subject: Re: Tiberian is hazardous to your health
Posted by [reborn](#) on Thu, 28 May 2009 09:21:42 GMT
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I am struggling with this part here:

vloktboky wrote on Thu, May 05 2004 07:10

because of the sheer size of the crystal, the person who picks it up will not be able to enter a vehicle. There is simply not enough room in the tiny cockpits of the vehicles to put a large crystal. Therefore, if you enter a vehicle while holding the crystal, you will set the crystal down beside the vehicle before entering it. If it is not picked up again in 30 seconds, it will spoil

I cannot see how this would of worked. It has to spawn at the side of the vehicle, otherwise it would be destroyed if it was spawned at the players position (picking up the crystal with a vehicle causes a tiberian explosion, as if they're ramming it).

I managed to recreate this, by getting the players position when they enter the vehicle, then increasing the x and y coordinate by like 5.0f. Making it spawn at the side. But this is obviously a really crap way of doing it. If someone got in the vehicle near the edge of the map, it could potentially make the crystal spawn in an abyss. Or say they got in the vehicle near a rock, or building, or anywhere like that really, it would be pretty glitchy.

I was thinking of spawning the crystal at the players position (so it would be under the vehicle), then setting it to not be granted for a few seconds, allowing the vehicle to drive off. Or removing the whole principle of the crystal being destroyed when a vehicle runs over it, and just respawning it at the same position if a vehicle runs over it (if the vehicle sat on top of the crystal, it would just keep respawning immediately, but have no effect ont he vehicle itself)...

But I am really curious as to how it was possible to write it so that it spawned to the side of the vehicle without causing a glitch now and then.

I toyed with the idea of attaching a script to the crystal holder that recorded his position every second or so, then when he entered the vehicle, spawn the crystal where he was like two seconds ago. Because at least that way you know the crystal would be spawned at a position that was valid and not inside a rock or something. But I wince at that solution.

It's not a massive deal, if no one has a clue, then i'll probably just go with the idea of setting to to not grant the power-up for a few seconds when it is spawned from entering a vehicle. But I am just really interested now in how this was done.

Subject: Re: Tiberian is hazardous to your health
Posted by [halo2pac](#) on Fri, 29 May 2009 13:50:20 GMT
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Very nice reborn, though I wish you would work on C&C reborn more than this

Subject: Re: Tiberian is hazardous to your health
Posted by [Scrin](#) on Fri, 29 May 2009 13:58:01 GMT
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halo2pac wrote on Fri, 29 May 2009 08:50 Very nice reborn, though I wish you would work on C&C reborn more than this true!!

Subject: Re: Tiberian is hazardous to your health
Posted by [IAmFenix](#) on Fri, 05 Jun 2009 19:51:25 GMT
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reborn wrote on Sun, 24 May 2009 14:40 I tried it once, some ass-hat kept on destroying my stuff. When I first heard about, it sounded like a nice way to be creative on the server without needing any programming knowledge. In reality it seemed to be a place for stupid little fuckers to get cheap laughs at others frustration. What makes you ask?
Build mode FTW
Nice idea though

Subject: Re: Tiberian is hazardous to your health
Posted by [Muad Dib15](#) on Sat, 06 Jun 2009 13:32:24 GMT
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Now put this on reborn plez.

Subject: Re: Tiberian is hazardous to your health
Posted by [reborn](#) on Sat, 06 Jun 2009 18:31:03 GMT
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Ive halted work on this plug-in for the time being, I need to give the APB server some attention for a while.

Subject: Re: Tiberian is hazardous to your health
Posted by [Distrbd21](#) on Sat, 13 Jun 2009 00:34:59 GMT
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sorry have to say this NICE TIB SWORD ;p can you make it so we can swing it at people and they take damage that be cool ;p.
