
Subject: New gametype, opinions?

Posted by [\[REHT\]Spirit](#) on Thu, 17 Apr 2003 15:31:07 GMT

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Ok, as some (or probally no one.....) of you might know, I'm continuing NameHunter's Survival mod (with permission so don't start any of that stealing stuff). I've been thinking up a new gametype for the mod and would like your opinions on making it better.

The gametype is called, well, Survival. Your objective is to out live the enemy team. Your base is, I guess, more of an outpost as it is 1 building. The building is powered by energy, which will run out over a peroid of time. In the middle of the map or so, there are maybe 5 supply trucks/tanks/vehicles. When you drive one of those vehicles into a certain part of the base it recharges some energy and then blows up the vehicle. There maybe also some smaller generators around your base, essintally, they power defenses. These generators are not rechargable and when the min-generators go out, the turrets they are powering will blow up. In other words, over time your defenses will weaken. When the main generator goes out your team loses. So your job is to essintally keep the enemy from being able to resupply his own base.

The turrets are mounted on pads connected the the generator so everything is pretty much connected (except for the mingens, they are seperate from the main one but their turrets are on pads that connects to a bigger pad that the gen is on).

The power display will be shown with an emitter (shape and all I'm still slightly working out). Essintally if it's green and possibly spinning fast energy is ok, yellow it's time to start saving vehicles, red is "GET A DANG ENERGY VEHICLE OVER HERE BEFORE WE LOSE!!!!".

My only problem is getting a model for the base/outpost, a model for the double chaingun turret (and maybe a few others), and a model for the mini-generator pads.

So.....opinions?

Subject: New gametype, opinions?

Posted by [maytridy](#) on Thu, 17 Apr 2003 15:38:02 GMT

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Sounds awesome if you can get it to work! I don't think it's possible, but I don't know much about this stuff. Can't wait to play it!

Subject: New gametype, opinions?

Posted by [\[REHT\]Spirit](#) on Thu, 17 Apr 2003 15:46:04 GMT

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Dang it you guys confuse me too much with this word "impossible"! Such a word does not exist!!! Work on your vocabulary!!!!

jk

Anyhow, nah, it's dang well possible. I can make it happen easily. I'd just like some models for it because, well, everyone would think mine are junk, lol.

Subject: New gametype, opinions?
Posted by [maytridy](#) on Thu, 17 Apr 2003 15:53:34 GMT
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lol, talk to Madtone, he's a mad good modeler.

Subject: New gametype, opinions?
Posted by [General Havoc](#) on Thu, 17 Apr 2003 17:10:54 GMT
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I know NameHunter did a bit of scripting, will this mod require you to write more ccustom scripts or is it all possible with the current ones that are available? I like the idea of the mod though I give full support to it and I hope you can get it working. Good Luck!

_General Havoc

Subject: New gametype, opinions?
Posted by [\[REHT\]Spirit](#) on Thu, 17 Apr 2003 18:43:54 GMT
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General Havoc I know NameHunter did a bit of scripting, will this mod require you to write more ccustom scripts or is it all possible with the current ones that are available? I like the idea of the mod though I give full support to it and I hope you can get it working. Good Luck!

_General Havoc

Thx for the support! I got the custom script thing down and am able to make what I need, script-wise.

This is almost possible without the use of custom scripts (the bases and stuff can be done with text cinematic scripts) however the energy part and the victory condition is what needs the custom scripts (unless somethign else is stumbled apong).

Thanks for the support, I'm atempting to get the models so some day there shall be a mod with a map with this gametype!

Subject: New gametype, opinions?

Posted by [maytridy](#) on Thu, 17 Apr 2003 20:37:17 GMT

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Sweet, i can't wait. this mod has some good potential, if you follow through with it.

Subject: New gametype, opinions?

Posted by [mike9292](#) on Fri, 18 Apr 2003 23:56:49 GMT

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cool

Subject: New gametype, opinions?

Posted by [SomeRhino](#) on Sat, 19 Apr 2003 05:01:07 GMT

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One game mode that I think would be fun would be a "Sole Survivor" mode. At the start of the game, you choose the vehicle or character you want to be before spawning. Like in C&C mode, each unit costs a certain number of credits. After every death, you get to choose again. Points/credits are awarded for attacking or destroying, and points are deducted for getting killed yourself. Maps would be simply terrain with no buildings, just a huge battlefield. Perhaps you can pick up health and whatnot too. If you choose to spawn as a harvester, you can head into the tiberium fields and harvest for more credits, but get the disadvantage of a slow unit and no form of defense. It's every man for himself, and the one with the most points at the time limit wins.

Unfortunately, this is outside the scope of the Renegade game engine, otherwise I would focus my efforts on making it into a mod of sorts.

Subject: New gametype, opinions?

Posted by [General Havoc](#) on Sat, 19 Apr 2003 09:40:25 GMT

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I can think of a way a team version could be done, but that kind of defeats the term "Sole Survivor".

_General Havoc

Subject: New gametype, opinions?

Posted by [flashcar1](#) on Sat, 19 Apr 2003 10:47:28 GMT

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i think i know a way it could be done.....

a low damage zone under the outpost, so it damages it slowly, and different skins on the building everytime it goes down to 50% 25% health and so on. just need to find a way how to make the vehicles as a mobile building health pack, so drive in, the health pack dissapears and the building takes it in.

Subject: New gametype, opinions?

Posted by [flashcar1](#) on Sat, 19 Apr 2003 10:50:48 GMT

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this would be one of the most team play needed mods about, if people did this, it would teach how much team play is required. this mod idea sounds brilliant, i would be one of the first to download it anyway!

Subject: New gametype, opinions?

Posted by [\[REHT\]Spirit](#) on Sat, 19 Apr 2003 13:50:41 GMT

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flashcar1this would be one of the most team play needed mods about, if people did this, it would teach how much team play is required. this mod idea sounds brilliant, i would be one of the first to download it anyway!

My only fear is these 2 things:

-What if one team takes all the supply vehicles, and they actually use teamwork, might be a bit hard to get them back.....

-What if people just sit in the supply vehicles..?

One thing i am thinking is, maybe make the supply vehicles AI controlled. To activate them you say, shoot them once with a gun, they'll goto your base and through the zone thingy. Thus meaning you have to actually guard the center area and not just bring all the tanks back to base and camp.

Subject: New gametype, opinions?

Posted by [SomeRhino](#) on Sat, 19 Apr 2003 14:21:30 GMT

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General HavocI can think of a way a team version could be done, but that kind of defeats the term "Sole Survivor".

_General Havoc

I've been thinking, and you're right that it can be done with teams. I've been brainstorming on this, and it shouldn't be too hard to do. I'm still trying to figure out how to get vehicles delivered to the

buyer, but I've got most of the rest figured out. If I can come up with a solid plan, then I might want to work on this as a mod.

Subject: New gametype, opinions?

Posted by [General Havoc](#) on Sat, 19 Apr 2003 14:38:03 GMT

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Yeah I thought of a way around this. It uses a custom script, i'll explain below. There are limits to this script though because the preset the script will spawn is static so you would have to make a new purchase zone for every different vehicle. I'm not sure how your planning this out but my idea was small rooms off map with a PT so you can buy a character. The room would have 1 spawner in it for the player start. There would be an exit which goes into a teleport zone to teleport you onto the battlefield maybe the teleport destination point is protected by minor base defences.

The script below takes cash out of your balance when you enter the zone it is attached to and then spawns a preset at a location specified. This could spawn the vehicle in the room as the teleport script lets you teleport vehicles with no problem.

Information about the scrip pulled from the readme.txt follows:

\\ Begin

JFW_Preset_Buy (this script is supposed to act as a "purchase point" for e.g. a helipad, it triggers on zone entry)

Preset_Name (the name of the preset to create)

Cost (the cost, I think I fixed it, you use positive numbers to take amounts away now)

Location (the location to spawn it at)

Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any, 3 = havoc)

// End

I have other ideaa too but see what you think of the script idea.

_General Havoc

Subject: New gametype, opinions?

Posted by [\[REHT\]Spirit](#) on Sat, 19 Apr 2003 14:39:27 GMT

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SomeRhinoGeneral HavocI can think of a way a team version could be done, but that kind of defeats the term "Sole Survivor".

_General Havoc

I've been thinking, and you're right that it can be done with teams. I've been brainstorming on this, and it shouldn't be too hard to do. I'm still trying to figure out how to get vehicles delivered to the buyer, but I've got most of the rest figured out. If I can come up with a solid plan, then I might want to work on this as a mod.

An idea, you might be able to have a new type of PT, specifically, 2 objects using custom scripts and an emitter.

One object is used as switching through the vehicle you want, ie, you shoot it and it switches the vehicle to buy. It creates (and deletes the old) an emitter using a new texture to display the type of tank being bought (ie, a particle sitting there saying something like "MAMMOTH TANK"). Then when you shoot the other obj, it sends a vehicle to the player's location.

Subject: New gametype, opinions?

Posted by [SomeRhino](#) on Sat, 19 Apr 2003 17:30:43 GMT

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Since we can't do a free for all since there are teams, I was planning on making a teamed version like this:

There are 2 "portal rooms," one for each team. All the player spawns are in these rooms. The rooms also have a built-in vehicle factory bay with Purchase Terminals and 7 teleporters that lead to different spots on the map. You spawn, grab a character/vehicle and go onto one of the teleport pads. You warp to a spot on the map and fight. until you die, at which point you respawn in the portal room again.

I haven't tested the vehicles on the teleporters, but I'm almost positive they'll work.

This is probably the easiest method, but it may be error-prone. I'll try to get this method to work and see what happens. Thanks for the suggestions.

EDIT:

Everything is working properly, so I'll probably be developing a team based battle mod in my free time now. Anyone is free to contribute, even if it's a suggestion or comment.

Subject: New gametype, opinions?

Posted by [flashcar1](#) on Sun, 20 Apr 2003 19:19:54 GMT

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"One thing i am thinking is, maybe make the supply vehicles AI controlled. To activate them you say, shoot them once with a gun, they'll goto your base and through the zone thingy."

perhaps there AI controlled, but instead of shooting them once, u go by them with a special remote control gun, with very short range, and the bar thing goes up like the nuke then when its full the vehicle drives to your base, and on the vehicle it has a ramp to walk up while its moving to shoot off the top or summit!

Subject: New gametype, opinions?

Posted by [\[REHT\]Spirit](#) on Sun, 20 Apr 2003 23:23:01 GMT

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flashcar1 "One thing i am thinking is, maybe make the supply vehicles AI controlled. To activate them you say, shoot them once with a gun, they'll goto your base and through the zone thingy."

perhaps there AI controlled, but instead of shooting them once, u go by them with a special remote control gun, with very short range, and the bar thing goes up like the nuke then when its full the vehicle drives to your base, and on the vehicle it has a ramp to walk up while its moving to shoot off the top or summit!

Ramp part is slightly possible but might cause some lag.

Using a special remote gun is somewhat possible but might make it slightly more annoying for mappers.

Subject: New gametype, opinions?

Posted by [bigwig992](#) on Sun, 20 Apr 2003 23:34:27 GMT

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I've got an idea. Anyone ever play starcraft? There's some fan made maps that give you a credit to start out with, then you buy something you can control. The more kills you get, the more "credits" you'll get, the more things you can buy.

After reading the thread i came up with this idea...

You start out as a regular soldier in one of those portal rooms Rhino mentioned. You start out with 0 credits. You teleport out, into the battlefeild, and kill things. For every kill, you get 1 credit, than, when you die, you can go use those credits to buy a better character, or a vehicle, then go fight some more. Teaches you to spend wisely, and chose the right characters/vehicles for the job. What would really rock is if you could buy AI, that would follow you around and help you in your killings.

I'm pretty sure all thats possible, so I guess I'll get started on my little mod too. :twisted:

Subject: New gametype, opinions?

Posted by [maytridy](#) on Sun, 20 Apr 2003 23:57:40 GMT

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Quote:What would really rock is if you could buy AI, that would follow you around and help you in your killings.

i've always thought about that. It would sooo much fun. Someone should make a mod so that you can buy AI to help you in MP.

Subject: New gametype, opinions?

Posted by [\[REHT\]Spirit](#) on Mon, 21 Apr 2003 00:41:48 GMT

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maytridyQuote:What would really rock is if you could buy AI, that would follow you around and help you in your killings.

i've always thought about that. It would sooo much fun. Someone should make a mod so that you can buy AI to help you in MP.

One of those c130 scripts is at the CnC Ammo forums. Go into the Chaos HQ board and look for the "Due to Mexadiaz pointing a PIC at my head..." topic, there's one that spits out some mutants that will follow people. Good for an example.

Subject: New gametype, opinions?

Posted by [General Havoc](#) on Mon, 21 Apr 2003 09:38:21 GMT

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I could make it so you can buy AI units on a map although it would require the use of the the vehicle PT screen. It's possible but there may be some problms, would it cause lag fo example? Also would they be that useful?

I can do the buying part with a custom script and some text cinematics. I could probably do the AI part too although i'm not excellent at using them i can create bots. They wouldn't follow you but they would behave like the AI in multiplayer practise do.

_General Havoc

Subject: New gametype, opinions?

Posted by [bigwig992](#) on Mon, 21 Apr 2003 11:26:12 GMT

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Getting them to follow you is easy, and they could be useful if you use the "poke n follow" script. It's kind of like buying a vehicle, if you buy a bot, you don't want someone else going out to steal your bot now do you? Just crank up the agressiveness and they should be somewhat decent. The hard part is making another engineer target script, so each team can have their own engineers, and to see if the bots killing other bots, can give you credits.

Subject: New gametype, opinions?

Posted by [\[REHT\]Spirit](#) on Mon, 21 Apr 2003 16:08:46 GMT

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General Havoc could make it so you can buy AI units on a map although it would require the use of the the vehicle PT screen. It's possible but there may be some problms, would it cause lag fo example? Also would they be that useful?

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_General Havoc

There is a script that will make them fairly useful should you give them maybe a tiny bit more HP/Armor then a normal player. As AI can be quite deadly, just needs to be in groups.

It shouldn't lag unless there's a huge mob of them.

As far as I can tell the AI does actually learn. You could do what NH did, set the aggressiveness to something like 70 (I'll double check on that number), they'll attack and all on their own. Or at least after a few games.
