
Subject: Sole Survivor Mod Website is up!
Posted by [SomeRhino](#) on Mon, 26 May 2003 18:50:53 GMT
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<http://mods.cncrenegade.com/somerrhino/SS/>

It's at Dri Reign temporarily while it's small enough to fit on the server. England, if you read this, are you still interested in hosting this at CnCDownloads.com? Thanks. Leave your comments and suggestions.

Subject: Sole Survivor Mod Website is up!
Posted by [gendres](#) on Mon, 26 May 2003 19:23:36 GMT
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The mod/site looks really good

Subject: Sole Survivor Mod Website is up!
Posted by [Aspenth](#) on Mon, 26 May 2003 19:53:51 GMT
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If for some reason England can no longer or does not wish to host the site on CnCDownloads, I'll take you up on it with either <http://you.aspenth.com> or www.aspenth.com/you. Heh, what can I say? That's my bribe for a beta slot.

Looking forward to the mod's progress, and the site looks good thus far.

Subject: Sole Survivor Mod Website is up!
Posted by [bigwig992](#) on Mon, 26 May 2003 19:59:11 GMT
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Whoa. A lot of new things added since last time I beta'd it with you. Looks awesome .

Subject: Sole Survivor Mod Website is up!
Posted by [General Havoc](#) on Mon, 26 May 2003 20:15:48 GMT
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Looking Great Hope you can get everything working as i know working with scripts can sometimes be a real pain. This is one of the mods I actually think will be good to play.

_General Havoc

Subject: Sole Survivor Mod Website is up!
Posted by [England](#) on Mon, 26 May 2003 20:48:37 GMT
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Yea im still intersted, contact me on radx or on msn andrew@killersmurfs.net

Subject: Sole Survivor Mod Website is up!
Posted by [Wild1](#) on Mon, 26 May 2003 21:21:18 GMT
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This is going to be sweet!

Too bad I can't mod for crap.

Subject: Sole Survivor Mod Website is up!
Posted by [Imdgr8one](#) on Mon, 26 May 2003 21:36:10 GMT
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THAT A BOY!
/me hearts it.

Subject: Sole Survivor Mod Website is up!
Posted by [gendres](#) on Tue, 27 May 2003 00:59:45 GMT
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We wants it! Now!

Subject: Sole Survivor Mod Website is up!
Posted by [forsaken](#) on Tue, 27 May 2003 02:37:59 GMT
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Looks awesome, and that is will have good game-play

But just curious, on the buggy how many people can get in 2 or 3? Will you see yourself sitting in the seat as well as your teammates? and when i say 3 people i mean 1 driver, 1 passenger, and 1 guy standing up handling the gun (don't know if there is enough room on the back of buggy by looking at the pic, but it looks like it)

Subject: Sole Survivor Mod Website is up!
Posted by [Havocman](#) on Tue, 27 May 2003 02:58:02 GMT

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I Managed to Contact an Old Yet still running *S S Site,
with your Accomplishments SomeRhino. If i get a Reply i will Forward it to you.

*S S being Sole Suviver.

Subject: Sole Survivor Mod Website is up!
Posted by [SomeRhino](#) on Tue, 27 May 2003 04:14:50 GMT

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The buggy has two seats. As for seeing the occupants of the vehicle, I am still trying to implement this. I've been trying to use a cinematic that shows the character climbing into the buggy then attaching to the vehicle in the sitting position, and have been mildly successful. I'm looking into other methods as well, as there are probably some impossibilities with the cinematic approach (such as attaching to an object not created by the cinematic.) If all else fails, I'll stick the camera in there in first-person view so that the driver feels like he's actually driving it, although other players will see an unmanned vehicle driving around. Thanks Havocman.

Subject: Sole Survivor Mod Website is up!
Posted by [Havocman](#) on Tue, 27 May 2003 15:58:03 GMT

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No prob

Subject: Sole Survivor Mod Website is up!
Posted by [maytridy](#) on Tue, 27 May 2003 22:08:05 GMT

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Whoa

That mod looks sweet. Awesome!

Subject: Sole Survivor Mod Website is up!
Posted by [\[REHT\]Spirit](#) on Wed, 28 May 2003 02:34:17 GMT

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SomeRhinoThe buggy has two seats. As for seeing the occupants of the vehicle, I am still trying to implement this. I've been trying to use a cinematic that shows the character climbing into the buggy then attaching to the vehicle in the sitting position, and have been mildly successful. I'm looking into other methods as well, as there are probably some impossibilities with the cinematic

approach (such as attaching to an object not created by the cinematic.) If all else fails, I'll stick the camera in there in first-person view so that the driver feels like he's actually driving it, although other players will see an unmanned vehicle driving around. Thanks Havocman.

Question: Can't you just flick "Show Occupants" on and set the enter animation to a climb in one?? Might need multiple enter transitions for each person or something (otherwise they might go all in the same spot, I have not at all tested this but I do know that you can show the occupants).

Subject: Sole Survivor Mod Website is up!
Posted by [SomeRhino](#) on Wed, 28 May 2003 04:32:13 GMT
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OccupantsVisible only shows the character in the default crucifixion position. Also, the transition animations have been disabled. I have an early Renegade video of Havoc climbing into a vehicle, but it seems to have been disabled by the game developers.

Subject: Sole Survivor Mod Website is up!
Posted by [\[REHT\]Spirit](#) on Wed, 28 May 2003 13:56:13 GMT
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SomeRhinoOccupantsVisible only shows the character in the default crucifixion position. Also, the transition animations have been disabled. I have an early Renegade video of Havoc climbing into a vehicle, but it seems to have been disabled by the game developers.

Dang, that hurts.

Actually, now that I think about it, this is a fairly easy script but it'd require 10 tons of presets.....argh.

I'll let you know if i get anything.

Subject: Sole Survivor Mod Website is up!
Posted by [SomeRhino](#) on Wed, 28 May 2003 15:40:14 GMT
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Thanks, and good luck.

Subject: Sole Survivor Mod Website is up!
Posted by [SomeRhino](#) on Thu, 29 May 2003 18:50:46 GMT
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A new level and a new game mode have been announced:

<http://mods.cncrenegade.com/somerhino/SS/>

Subject: Sole Survivor Mod Website is up!
Posted by [forsaken](#) on Thu, 29 May 2003 19:50:19 GMT
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Hey, I read the 'About' section on your site and there was one part about the teleporters how you can drive or walk on them. So does this mean you can use an infantry to battle tanks, or will you be unarmed as an infantry the whole game and need to tanks to battle the opposing team and that if you walked on the teleporters without a tank that's a death wish? (never played SS before)

Also new map and game mode looks interesting, like convoy accept you don't have to run around the map. Quick question about convoy, will the 2 MCV have different waypaths so they are always far away from eachother or will they have a similar one and sometimes come so close they might bump into eachother?

Hope to see more soon.

Subject: Sole Survivor Mod Website is up!
Posted by [SomeRhino](#) on Thu, 29 May 2003 22:46:07 GMT
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Yeah, all infantry (including the advanced classes) will be available in all of the game modes, so that if you aren't a vehicle person you can use soldiers to accomplish your goal. The MCVs will share the same waypath so that they will always be on opposite sides of the map. Perhaps I could have a map where the waypaths get close at certain points to promote some intense battles. That would be interesting.

Subject: Sole Survivor Mod Website is up!
Posted by [forsaken](#) on Fri, 30 May 2003 01:35:36 GMT
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yes very intense depending on how slow the MCV goes.

And can you repair the MCV or is it more of like a survival gameplay and you can't repair it.

Subject: Sole Survivor Mod Website is up!
Posted by [SomeRhino](#) on Sat, 31 May 2003 03:51:30 GMT
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Yes, the MCV will be repairable.

Subject: Sole Survivor Mod Website is up!

Posted by [OrcaPilot26](#) on Sat, 31 May 2003 04:59:04 GMT

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I'd be glad to help out with this mod (if you need any help), especially in the areas of vehicle and building modelling and texturing.
