Subject: Cambodia 2
Posted by Deafwasp on Sun, 27 Jul 2003 20:09:55 GMT
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Oh yeah, it's coming.

Subject: Cambodia 2
Posted by boma57 on Sun, 27 Jul 2003 22:00:28 GMT
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Short, non-informative and mysterious.

It's either a great teaser, or spam.

Subject: Cambodia 2
Posted by Deafwasp on Sun, 27 Jul 2003 22:02:37 GMT
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a lil from column a, a little from column b.

Subject: Cambodia 2
Posted by Titan1x77 on Mon, 28 Jul 2003 05:23:43 GMT
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When I first joined the old forums here...you had said it was coming about a month after the 1st
Cambodia.

Loved The map,But is this really coming Soon or Later?

Subject: Cambodia 2
Posted by Deafwasp on Mon, 28 Jul 2003 05:48:24 GMT
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if i have it my way, yes. I want it to be more than a DM or a simple CTF... I will see what I can
come up with.

Subject: Cambodia 2
Posted by pulverizer on Mon, 28 Jul 2003 14:13:09 GMT
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make it ctf, that would be cool

Subject: Cambodia 2
Posted by Deafwasp on Thu, 31 Jul 2003 16:39:47 GMT
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What mode should I make it? CTF for sure?

Subject: Cambodia 2
Posted by pulverizer on Thu, 31 Jul 2003 16:46:55 GMT
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what about making 2 versions of it? 1 ctf, and one dm?

Subject: Cambodia 2
Posted by Deafwasp on Thu, 31 Jul 2003 18:10:45 GMT
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no point. ctf games are basically a dm with an objective.

Subject: Cambodia 2
Posted by pulverizer on Thu, 31 Jul 2003 18:20:36 GMT
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Deafwaspno point. ctf games are basically a dm with an objective.

that's axactly the point, everyone tries to steal the flag. instead of killing each other, now you have
a objective .

Subject: Cambodia 2
Posted by exnyte on Thu, 31 Jul 2003 18:27:43 GMT
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slayerDeafwaspno point. ctf games are basically a dm with an objective.

that's axactly the point, everyone tries to steal the flag. instead of killing each other, now you have
a objective .

That is what he just said...

Subject: Cambodia 2
Posted by pulverizer on Thu, 31 Jul 2003 18:37:20 GMT
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nevermind

Subject: Cambodia 2
Posted by forsaken on Thu, 31 Jul 2003 18:51:55 GMT
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i just say dm, don't worry about objectives, just kill people

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Subject: Cambodia 2
Posted by General Havoc on Thu, 31 Jul 2003 21:24:16 GMT
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Here is some information about different game modes that Renegade is capable of:

Standard DM
-Team wins by points after the time limit has expired.
-Works with Westwood Studios DLL
-Points need re-assigning to make a balanced game.

Team DM (JW's Script)
-Team wins when they have a certain amount of kills or by points after the game time has expired
-Needs Version 1.2 of the Custom DLL
-Has not been tested in a real situation

CTF (Dante's Script)
-Team wins after capturing a certain amount of enemy flags or by points after the time limit has expired.
-Needs Version 1.2 of the Custom DLL

CTF (Greg's Script)
-Team wins after capturing a certain amount of enemy flags or by points after the time limit has expired.
-Works with Westwood Studios DLL
-Not tested for functionality although it should work
-Has additional features such as pick up flag from ground & return friendly flag.

As far as I know you could have a Team DM & CTF in one map with no problem and should work fine.

_General Havoc

Subject: Cambodia 2
Posted by Sk8rRIMuk on Fri, 01 Aug 2003 10:32:30 GMT

General HavocTeam DM (JW's Script)
-Team wins when they have a certain amount of kills or by points after the game time has expired
-Needs Version 1.2 of the Custom DLL
-Has not been tested in a real situation

That sounds like the best to me..

All game modes have an objective even DM, your telling me "killl as many people as possible" isn't an objective? .