Subject: My contribution to the community...
Posted by Kingdud on Tue, 16 Dec 2003 01:49:39 GMT
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Ok, first, yes, this is a mod. Also, yes, it has been done. I would give credit where it was due...if only I remembered who did it. Anyway, the little mod I have made is actually more like an inprovment to the c-4 countdown timer.

I found that the old timer did not count down evenly enough for me to be happy with...so I recreated it with (close to perfect) transitions between beep speed changes.

With that, if you wish to use the new countdown timer, you can get it here:
http://home.comcast.net/~kingdud/mods/c-4_timer.zip

Have fun (and thanks to the guy who made the first one of these, it inspired me).

Peace out,

-Kingdud

Subject: My contribution to the community...
Posted by Dante on Tue, 16 Dec 2003 16:33:42 GMT
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hmm, that would be blazer

Subject: My contribution to the community...
Posted by Blazer on Tue, 16 Dec 2003 16:35:20 GMT
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The C4 Countdown timer was created by me. And every form I released it in had a readme file stating so

The beeps I used I took from Counterstrikes bomb countdown, which starts as a series of beeps which get faster and faster as the time runs out. I had to edit the beep interval and length a few dozen times to get the timing just right.

Note my origional countdown is still on most of the C&C sites, as revealed by a simple google search

RenegadeZone.com
ftp://216.127.64.141/pub/games/renegade/mods/c4countdowntimer.zip

PlanetC&C
http://www.fileplanet.com/dl.aspx?/planetcnc/renegade/modifications/c_c_renegade_countdownm

od1.zip

RenegadeAmmo
http://dynamic4.gamespy.com/~ammo/ren/files/download.php?file=C4CountdownTimer.zip&type=4

I fail to see how you didn't know who created it, but I have no problem with you releasing your own version. Some people don't like the beeps I used, and even asked me to make one with a numeric countdown like "ten, nine..." etc. But after testing various kinds of countdowns, I found the others to be too distracting in actual gameplay, and ended up using the subtle beeps, which work good for people who want to listen for them, yet at the same time are easily ignored if you dont care when the c4 is going off.

Subject: My contribution to the community...
Posted by Blazer on Tue, 16 Dec 2003 16:59:08 GMT
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LOL now that I have actually listened to your countdown, I must reply

All you did was replace my prefix sound with what I would guess is your own voice with lots of echo effect, and then you just stretched out my beeps to take up the slack.

So what you end up with is totally useless. Why? If you listen to mine, you will notice that the frantic beeps at the end last precisely 1 second, which is how I engineered it so that once you hear those frantic beeps, you know its going to blow.

Your countdown, the frantic beeps last for 6.x seconds (because you stretched my wav file to make up for your shorter "leet" intro sound), so you really have no clue as to when the C4 is actually going to blow up unless you are counting "one-onethousand, two-onethousand, three-onethousand"...up to 6.x seconds...lets see you do that while you are dodging the hotwire that is trying to headshot you with her pistol etc

In short, while I have no problem with you releasing a C4 mod, I honestly and unbiased as I can be say that it is inferior to mine, and Im not sure I believe your story about not knowing where it came from either.

Subject: My contribution to the community...
Posted by Kingdud on Tue, 16 Dec 2003 17:30:01 GMT
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Blazer, it has been at least 6 months since I played renegade, plus I deleted any download w/a readme for that countdown a long time ago. That is why I couldn't remeber who made the mod.

As for what I changed, yes, I did change the prefix. No, it is not my own voice, I got it as a required download for some server I joined in CS. It's in my cstrike folder under the name

---

c4powa.wav. That prefix (yes, I thought it was cooler, but that's just me) and a smoothing of the beep transitions are the only "real" changes I made the countdown.

I basically made the tranistions sound more like a 30 second CS bomb countdown. (start up CS, open the console and type in "mp_c4timer 30". Then restart the server (the cvar to resart it), plant the bomb and listen to yours vs. mine.

I used the same beeps (C4_beep1-5.wav in the cstrike folder and c4powa.wav) to make the file. The problem was that after playing CS a while...I get used to what a 30 second bomb timer (in CS) sounded like...your bomb timer starts off for a 45 second timer, then crunches down to a 30. Maybe I should have just kept this to myself but oh well.

As for the 6.x seconds, 1 second gives you only enough time to say "oh crap". 6 seconds not only sounds right (original to CS) but it also gives you time to run away. If your a hotwire and you hear the superfast beeps, you know to run away and not die

Anyway, thanks for making the original countdown. I give you full credit for the idea.

Peace out,

-Kingdud

Subject: My contribution to the community...
Posted by Blazer on Wed, 17 Dec 2003 00:01:35 GMT
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Kingdud,

No problem man its all good. I was just thinking that you were in the WL clan, and from what I understand "Blazers C4 Countdown Mod" was a *required* download/install for all clan members, thus it was on the clan web page etc so I figured you of all people should know where it came from

And yes as I stated those beeps are from Counterstrike (I even say that in the origional readme.txt that was released with it), but I didn't just string them together, I joined them and edited the transitions to make it fit within 30 seconds, and with the frantic beeps lasting only 1 second. The reason I did this was because Renegade used to (or so I was told by Hjelstrom) be such that if you detonated 2 remote c4 *at the same time* as a timed c4 went off, it made a bigger explosion and thus an engie could take out a building alone. So it was imperative that you know exactly when the timed was going to blow. Six seconds of frantic beeping really doesnt let you know when that is going to happen, but hey if it works for you and other people like it then thats all good

If you like audio editing maybe we should team up and make a new soundpack for BlazeRotate (if anyone even still uses that).

Subject: My contribution to the community...
Posted by Falconxl on Wed, 17 Dec 2003 01:30:11 GMT
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Your beacon Mod was also required. I still use the c4 mod because I like to be aware of when my c4 is gonna go off. I may give King's a try.

Subject: My contribution to the community...
Posted by Kingdud on Wed, 17 Dec 2003 11:12:20 GMT
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Heh, perhaps. Audio editing is a pain, but doable (for me) so long as I am just splicing things together.

Also, if you didn't know WL is dead. I left about 3 months ago but within the past 2 weeks or so Ratkiller got angry, disbanded the clan, and took down the website. So WL members are now...don't exist. Just ex-WLs. Your are right, the c4 countdown was a required download, but the page to get it was effectivly "hidden" even from clan members. I only looked at that page once I think, I already had all the mods on it.

Peace out,

-Kingdud