Subject: Omaha Beach
Posted by BobJones on Wed, 28 May 2003 06:40:11 GMT

View Forum Message <> Reply to Message

I did a new mode a loooong time ago, doubt any of you were even around then. It was within the first weeks of the tools' release, before much was known, before temp presets, animations, new models, and all that. It was an Assault map, the first and only one. GDI on the boat, would make their way up the beach, up to the top of the landing where they would climb one of two towers to place a beacon atop the giant cannon to destroy it. Nod would defend the cannon and hold off GDI advance. It was perfect, especially considering how long ago it was released.

It is ashame that this game was so poorly done- performance was not on par with Assault mode in games such as UT, or as you said RtCW, but hell, at least I actually made something that broke away from "CnC_redundancy.mix"

In addition to the poor performance of renegade compared to other FPS, people here seemed like this was the first FPS they ever played, which was probably the case as it is one of the only FPS rated T, which convinced parents that this game should be alright for their 13 year old because "it doesn't have all that nasty stuff like that quake game does" (/sarcasm: I know Quake). Therefore, Assault Mode meant nothing to them (or dm, ctf, or anything) all they could say was "how does Nod win, they can't attack anything?" All I could say was why the hell do you think it is called assault mode retards! Even if you don't know games, if you had taken a European History class you should have known... "Operation Over-what?" Despite these disapointments, I recieved countless emails from gamers who could see the potential here, and to me, that was a victory.

and if anyone doesn't believe me, look at the read me. I still have the map too.

Didn't mean to make such a long post, I'd like to see someone put together a successful Assault Mode this game and speed up the horribly slow gameplay! gl to you. Excuse me now, I have to return to my RtCW mapping, I see a game with a future there... I'll take Carmack over Cermack any day. heh