After much work from the team, we have come to the conclusion that the best way to get more artists on board is to get out there with what we are doing a bit more.

Today, I am here to announce an "open beta / technology preview" that will be focused for level designers to come in and start making maps for C&C FarCry.

What is supported in the mod?

Currently we have almost all of our coding completed in 1.4 and are tracking down bugs as well as gearing up to start a huge push on getting our maps and buildings developed.

In our initial release we are providing you with all of the scripting, as well as a tutorial to start building your own C&C style maps for FarCry. At the current time we are not yet ready to release our own maps, but as community maps are created, we will be creating official community map packs.

The current mod has the following features:

Pre-built building classes including the Soldier Factory, Vehicle Factory, Refinary, Power plant, Communication Center, and Base Defense System
Pre-defined character classes including Basic Soldiers, Close (shotgun) Infantry, Snipers, Engineers, and Heavy Assault Infantry
Gun Emplacements allow for balanced automatic base protection
Security Zones aid in team communication and base protection, offering a second option in place of gun emplacements
Character class-defined player spawn points allow for custom spawning rules
Purchase Terminal access points may be placed where you feel they fit
Vehicle spawn points allow for unique base layouts
Entity and game logic work WITH you, not AGAINST you when designing your levels
"Lego-Style" building construction puts emphasis on art and level design over technology
Simple but powerful Building system designed for customized maps - You can make your own unique buildings just for you map!
Building log (including health and building-specific variables) can be defined per map
Dynamic Purchase Menu definable by map
Custom character classes definable per map

Please use our forums to report any bugs, issues, and questions that you have. Below is a link to the tutorial content, as well as the tutorial in PDF format.
Many thanks go to all of the team members who have came and passed, and especially to our current team roster. A huge thanks goes out to vloktboky for breaking his neck getting the code going, most of this work is his, and I must say, it turned out exactly as we expected it to, showing his skill.

Downloads

C&C FarCry Beta 21807
C&C FarCry Beta 21807 Tutorial
C&C FarCry Beta 21807 Tutorial Files

Links

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