Subject: Trying to get a "Ren/Gen" mod off the ground
Posted by Templar_DX on Tue, 21 Sep 2004 01:26:39 GMT
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Alright, I'm trying to get this total conversion to zero hour (without the generals). I have changed a couple things to improve first person playing and gameplay. I'll e-mail anyone thats interested in this project a copy of my excel document that has all the stats and crap. I was thinking of having just the armies, not the generals, because, in my opinion, the generals make it very unbalanced.

changes

- More infantry because, lets face it, generals didn't have enough infantry

-"Engineers" for each side, that are each special in their own way

- possibly a way to make some static defenses and capture strategic posistions for extra money, better technology.

- Try to implement air combat via airplanes, but, as i've often heard that it's impossible, make USA and China able to buy targeting lasers that they can use to call in airstrikes from off the map, or a local airfield, somthin' like that

- China has units (Hacker and Lotus) and USA has the microwave tank that disables the building, but doesn't destroy it. China's units will have to disable the building via MCT

- Instead of giving every unit a secondary pistol as a weapon, I decided to make each army have a couple grenades for a secondary weapon. USA = Frag grenade, China = EMP grenade (disables for 4 seconds), GLA = Toxin Grenade. (Some units do have a pistol as an extra weapon, and stealthy units have a silenced pistol and a knife. knife = backstab, instant kill)

- Health is based on "Would this person have much training and conditioning to have that numercial equivalent BLANK amount of health. Thier armor is based on, would their government have enough money to equip this person with armor?

- Armor decreases bullet damage by 1/2, and tank shells by 3/4

- Units can and will be "invisible". There will be special ways to detect them (examples: spy drones, somehow call in a radar van sweep, bring in a listening post, ect.), otherwise, these units are completely invisible and can't be seen any other way. Same thing with Chinese mines and GLA demo traps.

- Maps have certain upgrades bought for each army. (example: USA gets composite armor, flash bangs, and tow rockets. China gets both nuklear tank upgrades. It will work something like that. Or, if one army has a tech disadvantage or map disadvantage, they will get better upgrades.

- Jarmen Kell gets to snipe through buildings with thermal goggles and a high powered sniper rifle. He might be able to snipe vehicles, but that seems overpowered.

- Black Lotus can hack into a building and shut it down for 4:00 minutes (may be overpowered) hacker can shut down for 2:00. Sabutuer hacks and shuts down for 3:00

- Most anti-air units get a special right-click weapon that puts them on anti-air patrol. They fire at air units for half damage. Hummers don't get this cause they have tow missles and a machinegun

Well, thats my long-ass post. I hope you guys put up some inteligible posts and try to respond to my first question. "Is anyone interested in a total conversion from renegade to Zero Hour?"

Subject: Trying to get a "Ren/Gen" mod off the ground
Posted by Demolition man on Tue, 21 Sep 2004 07:49:55 GMT
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http://laeubi.de/?go=mods&sub=zerohour

Subject: Trying to get a "Ren/Gen" mod off the ground
Posted by laeubi on Tue, 21 Sep 2004 10:02:31 GMT
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Demolition manhttp://laeubi.de/?go=mods&sub=zerohour
Right, this Mod is open for everyone, read also this topic: click here

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Subject: Trying to get a "Ren/Gen" mod off the ground
Posted by YSLMuffins on Tue, 21 Sep 2004 20:03:33 GMT
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I just wanted to say that I think this mod looks uber awesome, especially the renders.

Subject: Trying to get a "Ren/Gen" mod off the ground
Posted by Spice on Tue, 21 Sep 2004 20:09:39 GMT
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Yea , It look's great. Keep it up.

My one suggestion:

You disable FPS view. It wills ave time and 3rd person is what most player's play in anyways.