Posted by bisen11 on Mon, 24 Jan 2005 14:30:00 GMT
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Here's some stuff my bud found that was meant to be in Ren

"DEATHMATCH

Kill the other players!

TEAM DEATHMATCH

There are 2 teams. Kill the players on the opposing team.
Highest scoring team wins.

MUTATION

Game starts with one "Mutant", and the rest of the players are "Regulars".
Regulars have a limited number of lives.
When a Regular loses his last life, he joins the Mutants.
The last Regular alive is the winner.
When the game restarts, a player is randomly selected to be the new Mutant.

CAPTURE THE FLAG

Collect the opposing team's flag and bring it back into your pedestal.
You pick up a flag by running over it.
You can drop it by pressing "B".
A captured flag is worth a lot of points to your team.
When you capture a flag it is returned to the owner team's pedestal.
[Note: designer requests for gameplay modifications not yet implemented]

Options:
- Flag_Cap_Team_Points
How many points a team gets for capping another team's flag.
- Flag_Loss_Team_Points
How many points a team loses when it's own flag is capped.
- Flag_Cap_Carrier_Points
How many points the guy who carries the flag into the pedestal gets.
- Flag_Carrier_Max_Speed
Limits the speed of anyone carrying a flag. Expressed as a percentage of
normal maximum speed.
- Is_Team_Able_To_Move_Own_Flag
Can a team pick up and move their own flag?
- Is_Flag_Carrier_Able_To_Use_Weapons

Can a guy carrying a flag use weapons?

CAPTURE THE MOBIUS

Dr. Mobius stands around pondering idly until somebody runs up and nudges him.
He will then follow. Lead him back into your team's pedestal for a
points reward. He will then teleport back to neutral territory.
[Note: DrMobius.cpp script is available for designers to modify]

Options:
- Mobius_Cap_Team_Points
How many points a team gets for capping Dr. Mobius.
- Mobius_Is_Invulnerable
Whether or not Dr. Mobius can take damage.
- Mobius_Max_Speed
Limits the speed of Dr. Mobius. Expressed as a percentage of
normal maximum speed.

KING OF THE HILL

One player, the KOTH, is tinted green, and has increased damaging power.
The one who kills this player takes his place as KOTH. However, as with
all game modes, winning is determined by score. Being KOTH merely conveys
an advantage during play. KOTH is essentially deathmatch with one
advantaged player.

Options:
- Only_King_Can_Score
Whether or not only the KOTH can score points.
- Koth_Determination
There are two methods for deciding who gets to be KOTH.
If "Score leader" is selected, the person with the highest score is always
the KOTH. This mode is not compatible with the Only_King_Can_Score option.
The other method is for any person who kills the KOTH to become the new KOTH.
- Koth_Damage_Multiplier
A factor > 1 that scales all damage done by the KOTH.

CO-OP

Used for playing the single-player missions cooperatively. You can use this
with saved games too. Co-op mode is limited to 2 players. When the second
player joins he is placed near the first player.
[Note: This mode will require some design and code adjustments to work well]

CHALLENGE

Only two players are active at any time: the reigning "Champion", and a contender. The champion is distinguished visually, with a cyan color tint. Other players are queued up to fight, and spectate while waiting.
The long-term goal is to set a record for consecutive wins as Champion.
[Note: spectating camera needs some fixing as it presently does not track the star properly]

LAST MAN STANDING

This is a non-team game in which you have limited lives. When you lose your last life you become a spectator and are crossed out in the player list. The last guy alive wins.
If somebody joins the game late, they will join as a spectator.
[Note: spectating camera needs some fixing as it presently does not track the star properly]

Options:
- Reaper Timer (seconds)
If non-zero, the player with the lowest kills has a life "reaped" each time this time counts down to zero. Prevents players from running off and hiding.

COMMAND AND CONQUER

Not yet implemented.

Options:
- Starting Credits
Number of credits (>= 0) given to each team at the beginning of the game.
- Target Credits
If either team reaches this number of credits, they win. If set to zero then there is no credits target."

Subject: Wow
Posted by Sir Phoenixx on Mon, 24 Jan 2005 14:35:32 GMT
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You're about 2-3 years late on discovering those...

Subject: Wow
Posted by Nightma12 on Mon, 24 Jan 2005 16:02:22 GMT
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Quote:CO-OP

Used for playing the single-player missions cooperatively. You can use this with saved games too. Co-op mode is limited to 2 players. When the second player joins he is placed near the first player.
[Note: This mode will require some design and code adjustments to work well]

i so want that

Subject: Wow
Posted by bisen11 on Mon, 24 Jan 2005 17:25:42 GMT
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Sir PhoenixxYou're about 2-3 years late on discovering those...

Doesn't make it not cool. :rolleyes:

Subject: Wow
Posted by cowmisfit on Mon, 24 Jan 2005 17:34:28 GMT
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Sir PhoenixxYou're about 2-3 years late on discovering those...

Subject: Wow
Posted by Sir Phoenixx on Mon, 24 Jan 2005 19:42:39 GMT
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dude#1Sir PhoenixxYou're about 2-3 years late on discovering those...

Doesn't make it not cool. :rolleyes:

If you're going to completely misinterpret what I say, what's the point in quoting me? I was merely pointing out they have already been discovered, they were posted in several threads over the last couple years.

And by the way, yeah it does "make it not cool". They're old, it was cool/neat/etc. when they were discovered and when Renegade being updated was a possibility, now it's just a list of stuff you won't see (officially) in the game. (Kind of like clothing styles, and pretty much anything else...)

Subject: Wow
Posted by dead6re on Mon, 24 Jan 2005 20:22:35 GMT
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Nightma12Quote:CO-OP

Used for playing the single-player missions cooperatively. You can use this
with saved games too. Co-op mode is limited to 2 players. When the second
player joins he is placed near the first player.
[Note: This mode will require some design and code adjustments to work well]

i so want that

Im trying, i need to debug some more code when I update my visual studio.

Subject: Wow
Posted by Jecht on Mon, 24 Jan 2005 22:25:21 GMT
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i want that mutant thing

Subject: Wow
Posted by IRON FART on Mon, 24 Jan 2005 23:43:31 GMT
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Capture the Flag (CTF) already exists. Not in the original version, but in later updates and maps.
Team Deathmatch can't be hard to implement.

Subject: Wow
Posted by Vitaminous on Tue, 25 Jan 2005 01:11:43 GMT
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dude#1Sir PhoenixxYou're about 2-3 years late on discovering those...

Doesn't make it not cool. :rolleyes:

Oh I love puberty.

Subject: Wow
Posted by icedog90 on Tue, 25 Jan 2005 01:20:38 GMT
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IRON-FARTCapture the Flag (CTF) already exists. Not in the original version, but in later updates
and maps. Team Deathmatch can't be hard to implement.

Team Deathmatch already exists in many fan made levels.

Subject: Wow
Posted by tooncy on Tue, 25 Jan 2005 03:49:34 GMT
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TDM, CTF, and KOTH have been implimented. CTM is possible.

Subject: Wow
Posted by icedog90 on Tue, 25 Jan 2005 20:37:24 GMT
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CTM was already done in Sole Survivor.

Subject: Wow
Posted by tooncy on Tue, 25 Jan 2005 22:21:07 GMT
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Oh yeah, I almost forgot.

Subject: Wow
Posted by glyde51 on Tue, 25 Jan 2005 22:42:36 GMT
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Mutation is the best one there IMHO.

Subject: Wow
Posted by Naamloos on Tue, 25 Jan 2005 22:53:13 GMT
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What? No "defend the MCV"?

Anyway if you wanna play some of that, try SS... It's a great mod exept it's dead and not played online...

Subject: Wow
Posted by jd422032101 on Tue, 25 Jan 2005 23:22:27 GMT
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yeah i liked it realy sad that it dead and no plays it.