Subject: buildings
Posted by blinky_182 on Fri, 27 May 2005 04:55:43 GMT
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Yeah... I was only wondering about this, and I don't know if it is even ready at all, and lots have prolly seen this. I saw some screen shots of destructable buildings at http://www.cnc-source.com/gallery/categories.php?cat_id=66 and they looked pretty cool.

Would it be possible to add this into cp2? Do people like this?

Just a thought.

Subject: buildings
Posted by JeepRubi on Fri, 27 May 2005 15:52:52 GMT
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i dont think it is possible because it actually changes the size of the building so if you were in a tank and the ref tall thingy fell on you you would be stuck but all non cp2 users would be able to get in yur tank and get it out. this would mean that if you were running cp2 you would be at a disadvantage.

But hey what do i know?

Subject: buildings
Posted by [RG]Aslyfox on Fri, 27 May 2005 16:03:54 GMT
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The debris could be edited to let infantry and vehicles pass through it

Subject: buildings
Posted by JeepRubi on Fri, 27 May 2005 16:04:39 GMT
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it could but that would defeat the whole purpose of it

Subject: buildings
Posted by Kanezor on Fri, 27 May 2005 16:51:54 GMT
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Could it be possible to kill anything under the falling debris?

Subject: buildings
Posted by trunkskgb on Fri, 27 May 2005 23:39:17 GMT
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C&C Seaside Sunset/Canyon

Subject: buildings
Posted by Mighty BOB! on Sat, 28 May 2005 17:48:54 GMT
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Tha map maker has to add destructable buildings when they are making the map.

Subject: buildings
Posted by JeepRubi on Sun, 29 May 2005 00:52:30 GMT
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if you kill any thing under the debris that would mean cp2 users would be getting killed and non cp2 users wouldnt. again if you were running cp2 it might look better but it would give you a dis advanage.

Subject: buildings
Posted by Kanezor on Sun, 29 May 2005 01:01:46 GMT
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Jeep Rubiif you kill any thing under the debris that would mean cp2 users would be getting killed and non cp2 users wouldnt. again if you were running cp2 it might look better but it would give you a dis advanage. I was under the impression that you'd kill them server-side... which if anything, would make the noncp2 users go "wtf! why did i just die?!?! H4XX0RRRRR!!!!!"

Subject: buildings
Posted by JeepRubi on Mon, 30 May 2005 01:06:12 GMT
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yea but if that was happening on cp2 servers the non cp2 users would not join these servers witch would mean the server owner would be discouraged to run cp2

Subject: buildings
Posted by Mighty BOB! on Mon, 30 May 2005 06:07:46 GMT
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did you not read my post?

Subject: buildings
Posted by [RG]Aslyfox on Mon, 30 May 2005 11:19:10 GMT
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Jeep Rubiit could but that would defeat the whole purpose of it

Eh i thought that debris would just have been for appearance, not something physical, which could win or lose the game, if it killed/ destroyed a person/vehicle that was about to finish your base off.

Subject: buildings
Posted by trunkskgb on Mon, 30 May 2005 15:05:29 GMT
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Jeep Rubiyea but if that was happening on cp2 servers the non cp2 users would not join these servers witch would mean the server owner would be discouraged to run cp2

Which is why I think any server running CP, anyone who joins w/o it should have version mismatch and not be able to play.

Subject: buildings
Posted by Mighty BOB! on Mon, 30 May 2005 17:28:24 GMT
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now there's an interesting idea. If you don't have the same version as the server you cannot play. I think I like it.

Subject: buildings
Posted by blinky_182 on Tue, 31 May 2005 02:56:49 GMT
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don't a majority of players use cp1 now? so most people wud upgrade to cp2, then it wud be not so bad to have cp2 only servers

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Subject: buildings
Posted by JeepRubi on Tue, 31 May 2005 12:19:32 GMT
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trunkskgbWhich is why I think any server running CP, anyone who joins w/o it should have version mismatch and not be able to play.

what about the n00bs that havent downloaded anything for renegade. they would not be able to

join very many servers.

Subject: buildings
Posted by cmatt42 on Tue, 31 May 2005 12:43:24 GMT
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They could always see advertisements and go, "Oh! I should probably get that!"

Subject: buildings
Posted by Parad0x on Tue, 31 May 2005 13:59:18 GMT
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you cant really use the "it'll be unfair for CP2 users and nonCP2 users" since they added the stealth crate to CP1 thats just retarded because non CP1 users can see the stealthed person, but CP1 users cant...

Subject: buildings
Posted by Kanezor on Tue, 31 May 2005 16:01:25 GMT
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Parad0xyou cant really use the "it'll be unfair for CP2 users and nonCP2 users" since they added the stealth crate to CP1 thats just retarded because non CP1 users can see the stealthed person, but CP1 users cant...You mean you can use the excuse "it'll be unfair". Right? Because otherwise you're not making a whole lot of sense.

Subject: buildings
Posted by trunkskgb on Wed, 01 Jun 2005 03:53:36 GMT
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Jeep RubitrunkskgbWhich is why I think any server running CP, anyone who joins w/o it should have version mismatch and not be able to play.

what about the n00bs that havent downloaded anything for renegade. they would not be able to join very many servers.

There just n00bs, would you miss them? lol

Quote:you cant really use the "it'll be unfair for CP2 users and nonCP2 users" since they added the stealth crate to CP1 thats just retarded because non CP1 users can see the stealthed person, but CP1 users cant...

That is a huge disadvantage if people don't know have the CP. You or your tank is Stealthed, but

---

they can see you because they dont have the CP. Thus giving you away and contradicting the whole idea.

Subject: Re: buildings
Posted by JeepRubi on Fri, 03 Jun 2005 11:58:41 GMT
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trunkskgb wrote on Tue, 31 May 2005 23:23Jeep RubitrunkskgbWhich is why I think any server running CP, anyone who joins w/o it should have version mismatch and not be able to play.

what about the n00bs that havent downloaded anything for renegade. they would not be able to join very many servers.

There just n00bs, would you miss them? lol

the only time i dont like n00bs is when they do something to me that damages my reputation but if they dont come near me or they mess up the other team im fine with having them around.

Subject: Re: buildings
Posted by JPNOD on Sun, 05 Jun 2005 10:21:04 GMT
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[quote title=trunkskgb wrote on Tue, 31 May 2005 23:53][quote

what about the n00bs that havent downloaded anything for renegade. they would not be able to join very many servers.[/quote]

There just n00bs, would you miss them? lol

So people who don't download anything new maps/play on modified servers are n00bs?

No wonder servers like NoN00bs and Jelly are always filled, they have the old-time Renegade feeling not everyone want's new things add-ons. Ofcourse server with modified stuff, i cant think of any big one now maybe MPnet its full too. But that means that it would be 50%/50%. Servers should be accesble for anyone.

The people that dont have renguard, thats just bs there is probably some who dont know how to get it work (lol) but what are they doing behind a computer then anyways.
It doesnt change the gameplay, and the 1 cpu usage it uses isnt noticable by human.

Subject: Re: buildings
Posted by [RG]Aslyfox on Sun, 05 Jun 2005 20:06:00 GMT
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"[quote title=trunkskgb wrote on Tue, 31 May 2005 23:53][quote

what about the n00bs that havent downloaded anything for renegade. they would not be able to join very many servers.[/quote]
There just n00bs, would you miss them? lol
So people who don't download anything new maps/play on modified servers are n00bs?"

He never said that. He Clearly stated n00bs. Not normal players.
"what about the n00bs that havent downloaded..."

Subject: Re: buildings
Posted by trunkskgb on Mon, 06 Jun 2005 02:57:48 GMT
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My point is...how would the version mismatch be any different then the original Westwood patches?

If every server had an auto-announce message about RenGuard, Core Patch and all that jazz...MORE people might find out.