Subject: C&C Roleplay 2
Posted by Canadacdn on Sun, 04 Dec 2005 02:49:34 GMT
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Hey. I guess I haven't really intruduced myself. I'm Canadacdn, I've been playing ren for years, but never really hung around here. Anyways, down to business....

Remember C&C Roleplay? Well, this is the sequel to it. The map is created by Blazea58 with help from Napalmic, Venom775, and me. I've designed this simple website to help promote this awesome map. I'm not going to say any more, you can have a look yourself.

This is still in beta form. A new beta is coming out soon.

Download it here:
http://www.freewebs.com/renegaderp2/index.htm

Also, feel free to check out the forums at:

http://www.rp2.clicdev.com

Subject: Re: C&C Roleplay 2
Posted by Viking on Sun, 04 Dec 2005 03:08:53 GMT
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ROLEPLAY 2 ROXXORZ J00Z B0XX0RZ

Subject: Re: C&C Roleplay 2
Posted by Blazea58 on Sun, 04 Dec 2005 03:55:57 GMT
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Well one thing you really should have noted was that this is still beta form, so really that is the underline here. Our betas are all public so they can be tested at any time now by anyone.

Not much here to say for me either, though i have been really busy with this map and its taking up alot of my free time.

We are headed towards a full clean fixed up beta here in the next few weeks as i ready the area 51 base which goes on new island.

Subject: Re: C&C Roleplay 2
Posted by Jecht on Sun, 04 Dec 2005 04:04:13 GMT
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looks interesting

Subject: Re: C&C Roleplay 2
Posted by Spice on Sun, 04 Dec 2005 07:37:34 GMT
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Hey, what about me? I gave you a ton of rigged vehicles.

Subject: Re: C&C Roleplay 2
Posted by Naamloos on Sun, 04 Dec 2005 12:23:11 GMT
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It looks big, and I think the 300m max view in Renegade won't make it look too great.

From the looks of it it must have took you a long time to make it.

Subject: Re: C&C Roleplay 2
Posted by Canadacdn on Sun, 04 Dec 2005 16:09:56 GMT
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Urgh, I had to post the old freewebs address because the Dot TK one quit on me.

Subject: Re: C&C Roleplay 2
Posted by ben5015se on Sun, 04 Dec 2005 16:42:12 GMT
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.tk doesnt work for road runner users

Subject: Re: C&C Roleplay 2
Posted by Canadacdn on Sun, 04 Dec 2005 17:22:52 GMT
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I don't use Road Runner internet.

Subject: Re: C&C Roleplay 2
Posted by Blazea58 on Sun, 04 Dec 2005 19:53:52 GMT

Naamloos wrote on Sun, 04 December 2005 07:23It looks big, and I think the 300m max view in Renegade won't make it look too great.

From the looks of it it must have took you a long time to make it.

Yea its a huge map, i have been working on since around 2003. I basically started it thinking it would just be an overly large renegade map, but then i got some help from some people and its really starting to shape up.
 About the 300metre distance, i plan to keep it that way because of fps as well as a bug i noticed in renalert which only seemed to be from upping the veiw distance. If you ever remember it you could stand 500 metres away in your base and see people spawning in mid air and shoot them for free kills.

 And exdeath sorry i didn't mention your name, i have had endless help from many people here and it is hard to remember who helped influence this map, so if i forgot your name im sorry.

 Anyways beta should be comming soon as i get area 51 done, so i may update here with some pics of how it goes etc.

Subject: Re: C&C Roleplay 2
Posted by TD on Mon, 05 Dec 2005 19:05:51 GMT

The current BETA2 looks pretty good, can't wait to see improvements.

Also, the inaccessible areas (where there is just a photo of a store for example), will they be accessible in later beta's?

Subject: Re: C&C Roleplay 2
Posted by Canadacdn on Mon, 05 Dec 2005 22:12:37 GMT

I don't think every single building is going to be accessible. But you will be able to go in the zero RC store, and the doors for most of the tall buildings will just take you to the roof. just like the previous beta.

Subject: Re: C&C Roleplay 2
Posted by TD on Mon, 05 Dec 2005 22:28:22 GMT

Canadacdn wrote on Mon, 05 December 2005 23:12I don't think every single building is going to be accessable.
But darn, that'd be great =p

Will Desert Island have more stuff on it when it's put in the RP2 map? Looks pretty empty...

Subject: Re: C&C Roleplay 2
Posted by Napalmic on Mon, 05 Dec 2005 23:59:18 GMT
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TD wrote on Mon, 05 December 2005 14:28Canadacdn wrote on Mon, 05 December 2005 23:12I don't think every single building is going to be accessable.
But darn, that'd be great =p

Will Desert Island have more stuff on it when it's put in the RP2 map? Looks pretty empty...

The desert will be updated with a few things like a chicken coop, ghost town, and more roads/terrain to explore. It's basically a large stunt ground.

Subject: Re: C&C Roleplay 2
Posted by MattStaly on Wed, 07 Dec 2005 09:02:02 GMT
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How could you forget about me canada . Well, anyway, I don't really have a big role on the map, I just work on the skins (which you can get from canadas site) and work on low poly buildings etc. It actually looks good in the Renegade game engine, as it is based off of GTA which is about the same range of view etc. There is currently only one added car which is the delorean. There will of course be more. Have I said too much?

Subject: Re: C&C Roleplay 2
Posted by terminator 101 on Fri, 09 Dec 2005 05:36:22 GMT
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Wow, wow and one more time wow. That looks absolutely great. It sort of reminds me of Grand Theft Auto mixed with Mindown Madness. Extraordinary.
I really like the "Aircraftkiller hobby store" sign, and the grave with his name on it looks hilarious. (no offense to AK)

Subject: Re: C&C Roleplay 2
Posted by hunteroo2 on Fri, 09 Dec 2005 06:31:43 GMT
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omg its carl johnson!!!

Subject: Re: C&C Roleplay 2
Posted by Canadacdn on Fri, 09 Dec 2005 22:14:14 GMT
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Here are some of the weapons and vehicles:

Weapons

M4A1 with M203 Grenade Launcher - 8 magazines, 30 bullets each, all accounting for 240 bullets.
Grenade Launcher ammo depends on how much ammo you got left from the bullets (can fire a
maximum of 8), it fires a shell, useful against light armor, tanks, and even infantry.
Fragmentation Grenade - 5 grenades to a person, lethal to infantry, can harm a few light vehicles.
Stinger Missile - Portable, tracking, man-operated anti-aircraft missile. Can be used against
surface targets in most cases. Infantry can die from a single hit. 3 missiles per person.
Flak Cannon - (idea came from Unreal Tournament) Fires flak, anti-aircraft ammunition used to
take out short-range targets. Produces a blinding explosion when it reaches 300 meters, or when
come in contact with. Highly effective against infantry, can pierce through flesh and multiple
bodies. 60 rounds total, 12 in the chamber, 48 in reserve.
RDI Street Sweeper - (the high rate-of-fire shotgun that you see in the Enter the Matrix
videogame) What makes up for it's low firepower it makes up for in a high rate-of-fire. Very useful
against crowds of infantry and some light vehicles. It has a short range though, sometimes useful
against light attack helicopters. 24 rounds per clip, 2 extra magazines.
M18 White Smoke Grenade - Useful for slowing down, evading, or screening an enemy. Produces
a thick dense cloud. 3 per person.

Vehicles:

Delorean - Fast sports car as seen in the movie Back to the Future.
M1 Abrams - Top notch Main Battletank of the United States Army for quite some time. Will be
included in the map by means of having it on the aircraft carrier, or a military base if time is
worthy.
Police Car (Not in this current beta) - Uses the civilian sedan model. Will be changed.
Pickup Truck (Not in this current beta) - Uses the same pickup truck model in Renegade. Model
will get updated.
Littlebird Helicopter (Vulcan Cannon and Hydra Rockets) - That small helicopter you've probably
seen in movies like Black Hawk Down, and games such as the DC mod for BF1942.
Comanche Attack Helicopter - The same model of Sakura's helicopter, however with a few fixes to
the model.
AV-18B Harrier VTOL - The well-known aircraft able to take off and land in a vertical fashion. The
only fixed-wing aircraft that will be in the map since it's a VTOL, and suitible for Renegade's VTOL
physics.

Subject: Re: C&C Roleplay 2

Posted by Canadacdn on Wed, 14 Dec 2005 05:55:16 GMT

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UPDATE:

If any of you are missing textures, there has been a texture fix pack released. Get it at http://www.renrp2.tk

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Subject: Re: C&C Roleplay 2
Posted by Canadacdn on Sat, 31 Dec 2005 06:17:13 GMT

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new update:

Mattstaly has provided an awesome new skin for mobius.

Download at http://www.renrp2.tk

If you cannot go to .tk sites, it's http://www.freewebs.com/renegaderp2

Subject: Re: C&C Roleplay 2
Posted by bisen11 on Sat, 31 Dec 2005 07:20:23 GMT

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Don't really see how that's awesome... Texture mistakes everywhere on it.

Subject: Re: C&C Roleplay 2
Posted by bigwig992 on Sat, 31 Dec 2005 16:33:09 GMT

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It looks like you put a ton of work into it. Next time before you post images though, go through the map and add in some lighting and run a compute vertex problem(will take forever I know), but it might be worth the effect, things like that air craft carrier stick out like a sore thumb. Adding alot of lighting, in buildings and maybe a street light every block or so can really make it feel alot more GTA'ish.

Subject: Re: C&C Roleplay 2
Posted by JRPereira on Fri, 06 Jan 2006 06:19:05 GMT

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Roleplay 2 now has a page on the Tiberios site - check it out!

http://tiberios.justinpereira.com/more-maps/roleplay-2/