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

C&C FarCry Home
C&C FarCry Forums

Subject: Re: C&C FarCry Beta - Technology Preview
Posted by AmunRa on Tue, 20 Feb 2007 01:31:35 GMT
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yes!

Subject: Re: C&C FarCry Beta - Technology Preview
Posted by JeepRubi on Tue, 20 Feb 2007 12:20:13 GMT
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Aww, I just cleaned out my computer two days ago and deleted farcry! Well, I guess ill re-install it after school to try this out..

Subject: Re: C&C FarCry Beta - Technology Preview
Posted by Demolition man on Tue, 20 Feb 2007 20:06:25 GMT
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mmm i might pick up a copy from far cry

Subject: Re: C&C FarCry Beta - Technology Preview
Posted by JeepRubi on Tue, 20 Feb 2007 20:49:51 GMT
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Quote:this does not currently contain any levels, only the framework to start building them.

Subject: Re: C&C FarCry Beta - Technology Preview
Posted by Cpo64 on Wed, 21 Feb 2007 00:23:02 GMT

Sweet, I will have to dig out my copy of far cry, when I get back from Australia.

Subject: Re: C&C FarCry Beta - Technology Preview
Posted by [NE]Fobby[GEN] on Wed, 21 Feb 2007 00:31:10 GMT

I'm anxious to see this mod done.

Subject: Re: C&C FarCry Beta - Technology Preview
Posted by KIRBY-098 on Wed, 21 Feb 2007 00:51:16 GMT

Subject: Re: C&C FarCry Beta - Technology Preview
Posted by trooprm02 on Sat, 24 Feb 2007 00:53:13 GMT

Intertesting. Now what would have been even better is a renegade engine mod, turning it into far cry and not the other way around

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Subject: Re: C&C FarCry Beta - Technology Preview
Posted by JeepRubi on Sat, 24 Feb 2007 02:56:50 GMT

what!? Why turn renegade into farcry, theres absolutely no point to that!

Hey, I got an idea, lets make a mod for Duke nukem and turn it into BF2142!

Subject: Re: C&C FarCry Beta - Technology Preview
Posted by IronWarrior on Sat, 24 Feb 2007 04:11:22 GMT

Wow, you guys still working on that?.. Thought it was dropped.

Subject: Re: C&C FarCry Beta - Technology Preview

Posted by Dante on Wed, 28 Feb 2007 17:42:35 GMT

a lot of people thought we have dropped our mods, we haven't, we are still dilegently working on 4 major projects, they just take time.

Also, the lack of more art people has caused some unexpected delays.